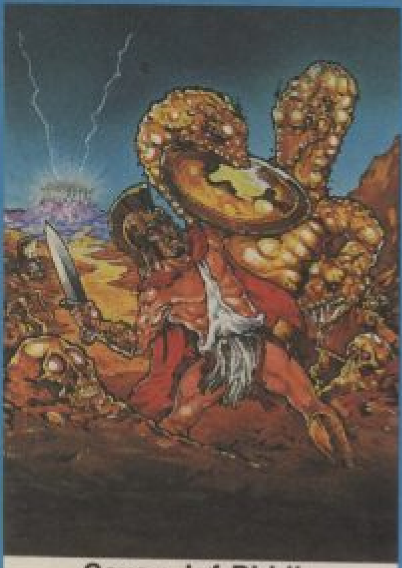

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CONTENTS



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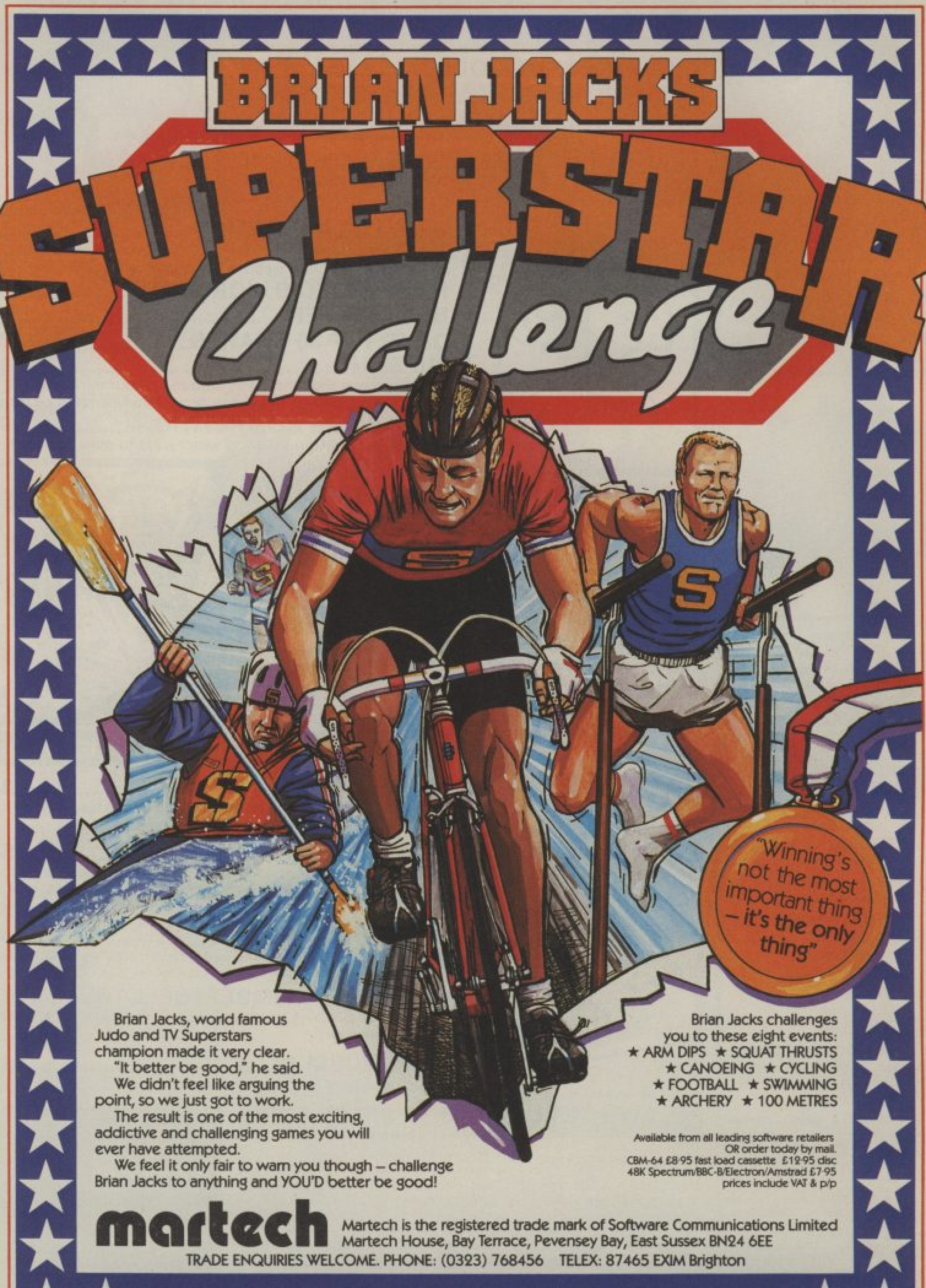


LISTINGS

NEWS AND REVIEWS



Game of the Month
Starstrike



BRIAN JACKS
SUPERSTAR
Challenge
"Winning's not the most important thing – it's the only thing"
Brian Jacks, world famous Judo and TV Superstars champion made it very clear.
"It better be good," he said.
We didn't feel like arguing the point, so we just got to work.
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We feel it only fair to warn you though – challenge Brian Jacks to anything and YOU'D better be good!
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FULL OF HIGH SPIRITS!

Dear Sir,
I am writing to inform you that I have won the Activision game *Ghostbusters*, after just a day of continuous play.

When you win the game it congratulates you on closing the Portal of the Spirit World and gives you a reward and you hear ghosts scream. I wish to compliment Activision on bringing out a game which was sure to be a Christmas hit.

The graphics in the game are superb, as is the sound, and the speech is amazingly human. I would suggest that anyone with £10.95 to spend should rush down to their local computer dealer and purchase a copy of the game.

Incidentally with my reward I ended up with 23,000 dollars in the bank.

S. Merryweather
Ware
Herts.

PS Could you tell me whether I am one of your first readers to complete *Ghostbusters?*

Editor's reply: You are the first we've heard from, Mr Merryweather!

GHOSTBUSTERS GETS BUSTED

Dear Sir,
I do not know if I am the first to do so, but I have completed *Ghostbusters*, by Activision. I achieved this on 26 December at 6.40pm.

My total amount of money was $29,600 with an account number of (if you wish to print it) 26425600.

I will send a photo of the final screen to you as soon as it is developed, but in the meantime here are some tips. Don't worry about Roamers too much at the start, they are very slow. Always set a 1963 Hearse with Ghostbait, image intensifier, three traps and a Ghost Vacuum. When PLC energy sets to around 5000, keep your finger on the B key as the Marshmallow Man may begin to form.

Here's how to get into 2002. Move your *Ghostbuster* to nudge up the screen and position him at the centre of the door. As the Marshmallow Man is on his way back from the right, go in.

James Mitchell
Lindfield
W. Sussex

PROGRAMMING HINTS FOR THE TI?

Dear Sir,
On behalf of all the Texas owners in Australia I would like to congratulate you on your fabulous magazine. Your support for the TI continues undaunted and the quality of your magazine never falters. One suggestion — how about putting in some TI programming hints?

Also, one thing that really cheeses me off is that the variety of software for the TI and other computers is not constant throughout the world. Why? I really become annoyed when I read software reviews for TI games which I have never seen or heard of in Australia.

In this age, when one can travel from England to Australia in less than 24 hours, why is it that it sometimes takes software six months to travel the same distance?

Keep up the good work and support for the TI.

Antony Reynolds
Sydney
Australia

SCORING HIGH ON ARCADIA

Dear Sir,
A day or two ago I was reading my way through my old copies of *C&VG*. As I read the mailbag of your September issue, I found that Alan Webster of Gullane had scored 203 points on the first sheet of *Arcadia*. He also stated: "How about letting everyone hear about this challenge?"

Well, I looked into the far corners of my video games cupboard and found a certain game named *Arcadia*. I loaded it into my ZX Spectrum and started to practise zapping the green meanies. I found that it was a very difficult task to get a high score on the first sheet, but I managed to get a score of 213 on that number one sheet. How about letting everyone hear about THIS challenge?

Danny Lewis
Stoke Gifford
Bristol

EUREKA! WHAT A LET DOWN

Dear Sir,
After reading the review on *Eureka* from Domark Ltd, I decided to buy it — well actually the £25,000 reward had a more than partial influence in my decision. However, I can only describe the game as disappointing for reasons which I will now explain.

First, the arcade game that preludes each Adventure is of poor design. The colours are such that it is very hard to see the character you are controlling and the characters you are avoiding. Also the instructions say that the object of the game is to collect flashing objects and return them to base, but the instructions fail to say where base is. Later I found base to be the place where the character you control first starts off, but again the colours are such that when the game starts you are left frantically trying to locate your character while it happily wanders off, careering into the other characters and losing energy due to the fact that the character is constantly moving. When the game starts, you lose track of where he starts, so you lose the base.

Another annoying feature is that when you pick up an object by moving next to it and pressing the fire button (assuming you have a Kempston), the character pauses for around three seconds but the other characters keep moving.

But the one thing that really shows the IQ of the designer is the lack of a save game feature during your Adventure. This reduces the game's appeal by making it a challenge of patience instead of puzzle-solving and logical thinking which are the essence of Adventuring. Being made to restart an Adventure from scratch after half an hour of play is not my idea of fun. Two features would have made the game a lot more playable and these are:

A) A save game feature for the Adventures.
B) A better joystick/keyboard routine for the arcade section, by which I mean, instead of the character constantly moving, you should have him move only when you keep the joystick pushed in the direction you wish to go, and when the joystick is released or the keyboard is inactive, the player will be motionless.

I can understand the author's reluctance to dish

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out 25,000 quid by adding these problems, but when I bought *Eureka* I expected the riddles to give me the problems, not poor design.

One more point before I bid you farewell is that the graphics are described as "innovative" in the review, but careful examination reveals that when the graphics are drawn halfway across the top of the screen, the next half is either a mirror image or exact copy. Now this is excellent in saving memory but is disappointing to look at. The "cameos" therefore are so called because it is not possible to draw a "wide screen" presentation using the mirror image of itself. Anyway, after getting that off my chest, I think it will be a long time before the prize is won. If, however, it is completed before the closing date of 31st December 1985, I think it will be by an unemployed insomniac.

Darren Evans
Worsely
Manchester

DIFFICULTIES WITH DANGERMOUSE

Dear Sir,
Having just bought *Dangermouse*, I have found that it is impossible!

On the easy game, I have saved the world about three times, but on the fourth time it is impossible. The game only gives you about 3½ minutes (which is actually only about 1½ minutes) to do the three chapters in. When I got to the fourth time of saving the world, I didn't get off the first chapter. I still had 1982m to go when the time ran out. The game graphic-wise is good and I liked the little questions which they gave you to fill in.

I can't wait till more Dangermouse games are in the stores. One thing I don't like about the game is that there are not more game varieties. There is only the hard game and the very easy game. Another thing is that on the easy game you don't get a bonus even after getting past saving the world three times.

Robert Kliman
Bradford

Editor's reply: Can anyone help Robert in his quest to "save the world"?

HIT LIST FOR THE SPECTRUM

Dear Sir,
I think it is a great idea to have a top ten worst games and here is my list for ZX Spectrum:

1. *Mad Martha* — Mikro Gen
2. *Jumping Jack* — Imagine
3. *Mr Wimpy* — Ocean
4. *Nightflite II* — Hewson
5. *Nightflite* — Hewson
6. *3D Space Wars* — Hewson
7. *Space Raiders* — Psion
8. *Gobble A Ghost* — CDS
9. *Tank* — DK Tronics
10. *Centipede* — DK Tronics

Martin Cooper
Eastbourne

JET SET WILLY BITES THE DUST

Dear Sir,
As *Jet Set Willy* has been solved, I thought your readers would be interested in the following program for the Spectrum version. It gets rid of all moving objects (apart from arrows), allows you to fall from any height and gives you unlimited lives.

First, rewind your tape and type: MERGE"" and start the recorder. Once the first program has loaded, stop the tape and type NEW. Then type in the following program:

```
10 CLEAR 32767: LOAD
   "" CODE
20 FOR A = 43780 TO
   45823: POKE A,O:
   NEXT A
30 FOR A = 46080 TO
   49151: POKE A,):
   NEXT A
40 POKE 36477, 1: POKE
   35899, 0
50 RANDOMIZE USR 33792
```

Once completed, RUN the program and start the cassette recorder. Once the machine code has loaded, there will be a fairly lengthy pause as the program above is carried out. Once it has finished, carry out the game in the usual way. If, during a game, you get into the endless loop in which you keep losing lives then press CAPS SHIFT and BREAK and the game will reset.

I'm sure your readers will find this program very useful.

Bryan Edwards
Southampton



BUT THE BUGS ARE IN THE CELLAR!

Dear Sir,
Who do Software Projects think they are? Here I am, a proud owner of a CBM64, laughing at puny little Spectrum owners because their programs are so bug ridden, laughing mostly at the notorious *Jet Set Willy* and its attic bug. I tell my Spectrum-owning friends that CBM64 programs are faultless, but what happens? You've guessed it. Software Projects release *Jet Set Willy* on my machine and I find, to my sheer horror and disbelief, that the CBM64 version is also impossible to finish. Not because of the attic this time, but the wine cellar. Yes that's right, you can't get to all of the objects.

Someone should do something about these fiends! I've wasted my breath but, most of all, my hard earned cash.

Yours Angrily
Steven Cranston
London

PIRATES MAY WALK THE PLANK

Dear Sir,
I write on the well-worn subject of computer program piracy. I do not wear an eye patch or have a parrot. Neither do I indulge myself in "yo ho ho" and "shiver me timbers" or other such pirate-type phrases, but I am unashamedly a pirate.

In my possession I have captive a humble Acorn Electron which I feed various pirated programs. To be sure, I do, somewhat regrettably, own some original, uncopied, dare I say it, Purchased Software, amongst which one may find the legendary *Elite* which is not practically copyable.

Downheartedly I forked out the exorbitant sum of £12.95 for the aforementioned program. This seems like Blue Beard actually paying for a gold sovereign, but one must lower oneself occasionally, even if it is to the benefit of some megalomaniacal organisation. All the remainder of my unpirated software has not robbed my pocket (treasure chest?)

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because it was donated by various fellow-seamen. These have, of course, been copied and distributed to those of my associates who also own an Acorn Electron.

Yes, sir, I am a pirate. Hang me from the gallows if you will, imprison me within the walls of Copyright Laws and leave the software houses laughing (all the way to the bank, I have no doubt at all), cutting me off in my prime. Sink my merry ship of crime. Yet with my last dying breath I would sing the praises of Mastertronic who, next to C-Tech, write some of the worst commercially available software, at a price which makes it superb and wonderful to behold, and even a word or two of praise to Firebird, good old BT's spin-off, who appear to be producing the software at an almost reasonable price.

It is these, sir, that will bring about the death of piracy. Threats and laws have no such effect upon hardened pirates such as myself, but lowered prices are a definite threat to the future of my beloved life. And so, I sail away into the troubled sea of piracy, armed with my supply of blank C-90s and tape-to-tape recorder, wondering if my days may be yet numbered by dreaded lowered prices. Will it no longer be profitable for me to rob the cursed software houses, to rip off the hard-working authors, to deprive them of their much earned royalties?

Alas, fellow pirates, the pirate's life may soon be over, so make the most of our (possible) last few days of law breaking.

Black Bill
(alias *Graham Peel)*
Leeds

WHAT ABOUT ALL THE OTHERS...?

Dear Sir,
I am just writing to give my views on your comments about the game *Raid Over Moscow* in the December issue of *C&VG*.

Having recently bought it for my Commodore 64, I have to agree with you on the point that it is a superb game.

Nuclear war is horrific but quite a few other games have been made on the subject. A prime example of this is *Missile Command* which, although it says that you are defending another planet, it is quite obviously American vs Russia or NATO vs Warsaw Pact. Another example is Avalon Hill's game called *B-1 Nuclear Bomber* in which you have to pilot a B-1 through Russia's defences and then destroy your pre-selected target. Avalon Hill also make a game called *Nuke War* in which you decide what strategy of defence to take, such as build ICBMs or build shelters. There is an Artic game for the Spectrum in which you have to survive after a nuclear war. And what about Creative Sparks computer version of the film *Wargames* which is entitled *Computer War?* In this you have to stop America's missiles being launched accidently against Russia. As well as these games, there are about a dozen more games involving nuclear war. I didn't see any criticisms about them.

The whole object of *Raid Over Moscow* is to stop America being obliterated by Russian nuclear missiles. Nothing wrong with that, surely? Destroying the Russian defence centre at the end of the game is done only to ensure that Russia cannot launch any more missiles. It's not as if the Americans stop Russia launching her missiles and then obliterate Russia with their missiles because they, as the instructions explain, were dismantled in accordance with the SALT treaty.

The tone of the game is more defensive than offensive. Protect America by destroying installations vital to the Russian missiles. If the game was more on a "nuke Russia to hell" idea then I certainly wouldn't have bought the game and would agree with you.

The game is marketed by US Gold which is, as is suggested by the name, an American company. The fact that the two countries involved are super powers is quite important. You could hardly have a game in which your sole objective is to destroy the Canary Isles' missile systems or some other equally unrealistic objective. Perhaps we should put the political questions aside and enjoy what is a superb game.

Finally *Raid Over Moscow* is a game — a simulation if you like. It does not say that nuclear war is pleasant. This game doesn't make nuclear war seem any less horrific than it already is or any more imminent.

Paul Wilkins
Surbiton
Surrey



...AND WHAT WILL THE CHILDREN THINK?

Dear Sir,
I have been a regular reader of your excellent magazine since issue one in November 1981, when I owned a sharp MZ-80K. Since very few commercial programs were available, I typed in all of your games.

In July I traded my Sharp in for a Commodore 64 and continued to purchase your magazine for reviews. I saw your exclusive review of *Raid Over Moscow* and bought the game. It was better than I had dreamed — much better than the excellent *Beach Head* which was my favourite game.

Anyway, I would like to say that I cannot agree with the editorial comment as the nuclear weaponry involved in this game is being stopped and this must be good as children will think that nuclear weapons are evil.

I would also like to point out that only three levels exist and not the five you stated.

Please keep up the good reviews as it is these that help my friends and I choose the best games.

Mark Hayden
Dunfermline

A QUESTION OF COPYRIGHT

Dear Sir,
I know that if a copyright is on a game, by law you can't copy it. But if a firm goes out of business does copyright still exist?

Mark Rayson
Cumnor
Oxford

Editor's reply: Yes, Mark, the copyright belongs to the author of the program.

A MEASLY HANDFUL OF ACORNS!

Dear Sir,
You are doing it again — severely neglecting the poor old Acorn Electron! You have reviewed a measly handful of the dozens of decent Electron games. Even the BBC games you review have flaws, the major one being that your reviewers do not seem to check if that BBC game has an Electron version (eg *Elite*). Charts are also biased, with games such as *Elite* and *Blagger* unmentioned in the Electron column when they really should be!!! Any Electron owner would think that there was no software for his machine when there was really a game at number four for it!

Please, please mention Electron software. Magazines such as yours could take a machine like the Electron off the market by reviewing only the bad games and mentioning nothing of the others.

M. Latham
Stoke-on-Trent
Staffs.

THOMPSON TWINS ARE GREAT!

Hi there everybody at C&VG!
I would like to thank you very much for your great Thompson Twins Adventure program. Today it arrived, after I had given up hoping it would ever reach me. It's great and I enjoy playing it. I regularly read your fantastic games magazine and I think it's the best in the world. I particularly enjoy the very interesting games reviews with the clear valuation.

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



I also want to thank you for your great Yearbook 1985 especially *Treachery* for the 64.

I have a question. Is it possible to order your good looking Christmas Adventure after 30th November? I would like to order it, but your December issue arrived so late here that the date was over.

Jan Kahmann
Schwerte
West Germany

Editor's reply: Unfortunately we can't carry the offer on after November, Jan. Maybe next year!

COMMODORE AND VIDEO GAMES?

Dear Sir,
I am writing about your software reviews because most of them are for the Commodore 64 and Spectrum. Your magazine should now be called *Commodore 64, Spectrum and Video Games.*

Most Commodore 64 games are available for the Atari, but you only ever print the Commodore 64 version. WHY?

In your November issue all but two reviews were for the Commodore and Spectrum and the other two were for the BBC. Also when are you going to put some more listings in for the Atari, as there have been none for a few months? Apart from that, *C&VG* is one of the best magazines available. Thank you.

Carl Masetti
Powys

Editor's reply: If you look through your back copies Carl, you'll see that we devoted three whole pages to Atari games in the recent past. Your point about Atari versions of Commodore games being available is a good one. We'll try to include those details in our reviews.

THESE ARE THE REAL PIRATES!

Dear Sir,
I have over 20 copied games which I wouldn't have thought twice about buying. If I had bought the games I have copied I would have had to pay a sum of £120 or more. I can't afford things like this. I'm sure many people would agree with me about this.

I have also dished out over £20 on original tapes.

People like me aren't the pirates, so *don't* get on at us, but at the real pirates who are copying them to flog them off to someone at half-price for their own profit.

Mark Dowds
Cumbernauld

BRING BACK THE BUGS!

Dear Sir,
I am complaining about something that was missed in December's edition. The thing is that I looked down the contents and didn't find what I was looking for. No prizes for guessing. Still wondering? Here's the answer to the brain boggling question: THE BUGS.

What ever happened? You shall be shot at dawn!

Gareth Jones
Portsmouth
Hants.

Editor's reply: We're giving the Bugs a rest for a while, Gareth, but watch out for something new coming your way!

CALLING ALL PEN PALS!

The image most people have of a real computer nut is of a haggard figure who spends hour after lonely hour hunched in front of a TV set attempting to be the first to solve the latest hit game. Now your favourite computer games magazine is offering a unique chance for all those people to get in touch with each other.

If you see a letter from someone you'd like to get in touch with, write to us and we'll forward your note.

Mail it to us at *Computer & Video Games*, Pen Pal Page, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Dear Sir,
I have a little problem. Everyone probably knows Thor's game *Jack and the Beanstalk*. My problem is I can't get through the second screen. I have tried nearly everything, but I just can't climb any of the bricks at the bottom. If anyone knows what I should do to get through that screen, please write to me, using the address listed later in this letter.

I own a 48k Spectrum and I would like to write to an English Spectrum user. Anyone who wants to write to me should use this address:
Arild Bjørk
5840 HERMANSVERK
NORWAY

At last I want to say something about *C&VG*. I think this computer magazine is the best on the market today. The best part of the mag is the software reviews.

Thank you for a great magazine. Continue with this excellent work.

Arild Bjørk,
Hermansverk,
Norway.

Dear Sir,
I am interested in how people are fareing with their Atari computers overseas. I would like to make contact with Atari clubs in England to swap programs and ideas. Any interested people or clubs can contact me through *C&VG*. I am a student in the Royal Australian Air Force, currently studying electronics with emphasis on microprocessors, and have done several modifications to my 1050 disc drive and 800XL computer which I would like to share with others.

I have been playing *Dallas Quest* and have struck a halting problem, I cannot get past "chugalug" Jones's trading post, ie. I can't find the flashlight to search the basement of the store, so any tips on this would really be appreciated.

I would also like to tell all those Kung-Fu champions of a flaw in *Bruce Lee*. Make sure that you are well clear of walls when jumping off a ledge or you may end up stuck in mid-air.

I have several favourite programs that I play regularly to improve my scores, so let me know how you other readers of *C&VG* fare on games like *Decathlon, Summer Games, Trains* and *Bannercatch.*

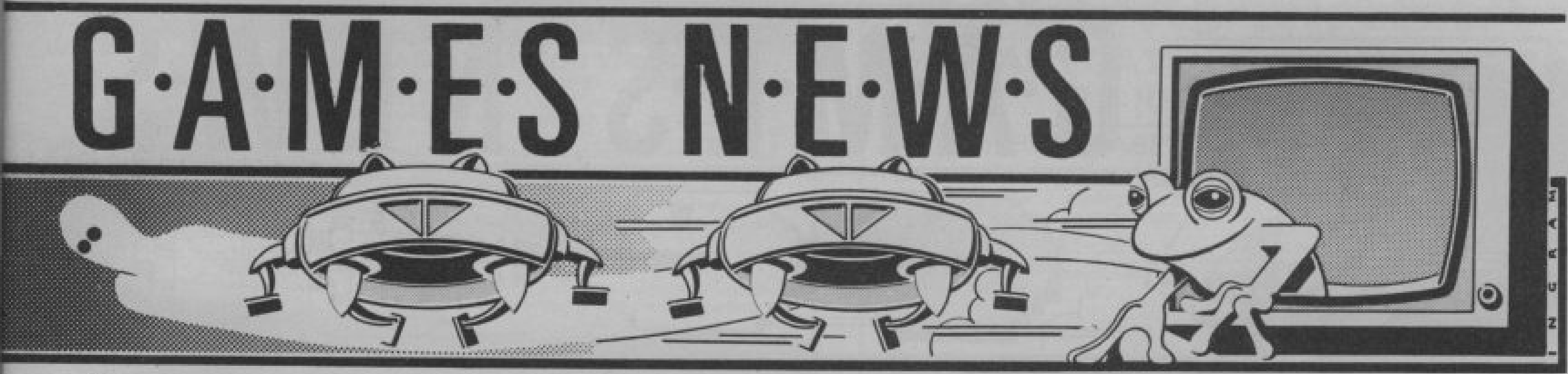
I hope to hear from British Atari Clubs soon!

Steven Lomas,
Victoria,
Australia.

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CHIPS COMPLETE ELAN MENU

Now that Enterprise's graphics chip is working, the long-awaited Elan games computer should be making its appearance in your local shops now.

The £249 machine was originally announced in September 1983 and, after subsequent announcements in April and September of 1984, Enterprise admitted at the Personal Computer World show in September that the machine wouldn't be ready until after Christmas.

The finished result should be a main competitor to MSX machines, with most of the initial software coming from Quicksilva. By March, Intelligent Software will have launched a dozen programs and a further 18 will appear from other companies, with prices expected to be around £7 a go.

One such game is Intelligent's *Jungle Jim*, a maze game (all Intelligent's games are written in machine code).

Based around a macho Tarzan type, whose ladyfriend is captured by headhunters, the game is said to be quite gruesome. "People who like tasteless things would really enjoy it," said Keith Elliot, Intelligent's software editor.

Nightmare Night will be their first Adventure game, with the sound offering clues as to what's going on, while *Space Convoy* entails acting as master of the fleet, searching planets for various materials. *Heart Attack* promises to be a good laugh — you are supposed to shrink to the size of a microbe before being attacked by various things in the bloodstream.

As if this weren't enough, you are also responsible for repairing the heart and controlling other diseases in the body, too.

Once you've recovered from all this exhaustion, you could try out Quicksilva's bestsellers, which they are converting for use on the Elan (otherwise rudely known as "The Flan").

The Basic for the machine will come on a 16k cartridge and is said to be faster than that of the CBM64 and Spectrum, although a little slower than the BBC's. Also, the ROM has been increased to 48k.

The fact that the Elan has networking capability should be a great source of fun and games. Already, a dungeons and dragons game is being developed that can network up to 32 different players in various parts of the country — watch this spot.

ETHIOPIA APPEAL!

C&VG is appealing to all those with a social conscience to think about the crisis in central Africa, where famine continues to threaten many thousands of people. The famine is spreading in large numbers — not just in Ethiopia, but in surrounding countries too.

We're asking you, our readers, to send us any (unpirated) software you no longer want which we can use to raise money for those people. We're also looking for cash donations, as well as your ideas on raising further money.

So look through your cupboards and under the bed. Take a scrabble through the dust and see what you can find.

FACELIFT FOR ATARI

Having set up shop at Atari, where 10% of head office employees are ex-Commodore people formerly caught up in the notorious 1984 shake-up, owner Jack Tramiel is making soothing noises to the British home market.

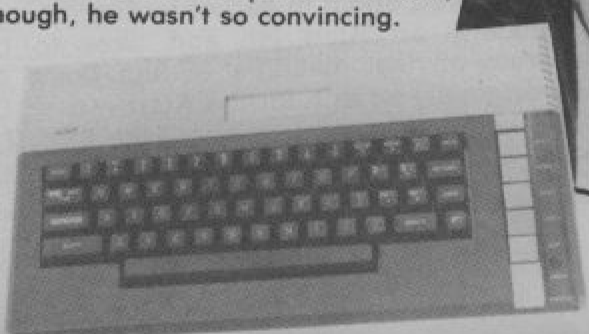
In the process of raising a cool $150,000 to rejuvenate Atari, Tramiel — founder and former head of Commodore — says he will do for Atari what he did for the latter.

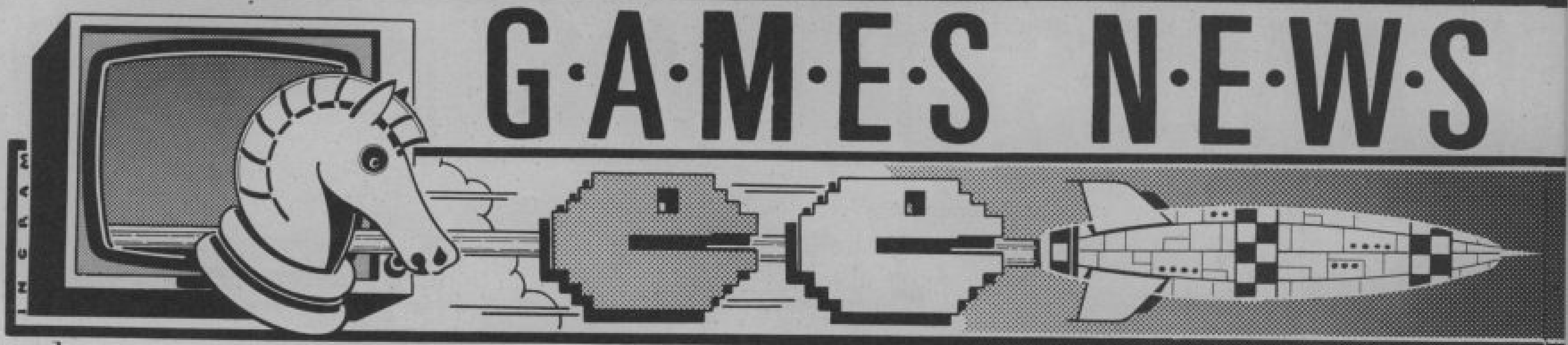
As you'll no doubt remember, he slashed the price of the 800XL from £169 to £125 in time for Christmas, declaring: "We're producing for the masses, not for the classes."

A re-launch of the XL range is planned for next month, and this will be followed by Atari's first business machines. A £300, 16 bit offering will be unleashed in the summer with a 32 bit version following on in the autumn.

Despite this, Tramiel remains adamant that he will be faithful to the games market and intends much of the new Atari software to be written in the UK. On the subject of Atarisoft, though, he wasn't so convincing.







GAMES NEWS

Statesoft freeze-up!

Statesoft, the company that launched the best selling American game *Boulderdash*, have a chilly summer in store for computer addicts with their newest game — *Icicle Works*.

Yeah . . . I know, yet another damn *Pengo* game. But, apparently, *Icicle Works* promises to be an original and successful game in the mould of its forerunner *Boulderdash*.

Your task in the game is to burrow through ice floes in search of the pieces of a dismantled machine. On your travels, you'll have to keep an eye out for snowball avalanches, which come rushing out of nowhere to bury you alive.

Statesoft are also releasing a Commodore 64 version of the fantastic BBC game *Frak*, written by Aardvark Software. Other Statesoft conversions are *Bristles* for the Spectrum and *Icicle Works* for the MSX computers and the Spectrum.

All the programs should be available from the beginning of February, costing £7.95 for the Spectrum and £8.95 for the Commodore.

SPECTRUM GOES FOR A HIKE!

The highly successful *Backpacker's Guide to the Universe*, a three part graphical Adventure, is to be followed up by a new and improved version for the Amstrad computer.

Backpacker's has already sold almost 30,000 copies in its first month on sale for the Spectrum. Fantasy Software are confident that the Amstrad game will be a great improvement. Paul Dyer, director of Fantasy Software, said of the Spectrum, "We couldn't display everything we wanted on the screen" and added, "the Amstrad's more advanced facilities will give us lots of scope for improving and changing *Backpacker's*."

Unfortunately, the game won't be available for the Commodore 64 in the foreseeable future. "The competition is too tough. You have to give everything you have to succeed in the Commodore market, something we're not willing to do," claimed Dyer.

The first part of the *Backpacker's Guide to the Universe* will be on sale towards the beginning of March and will cost £7.50.

GOOD CLEAN FUN!

At last — an Adventure game that entails running off with somebody's clothes! But things aren't as kinky as they sound and this book/software package promises a good (clean) laugh for those with a wicked sense of humour.

Written by author and playwright, Marc Peirson, *The White Feather Cloak* is based around a poem involving the cloak's theft.

The story involves two gnomes, Borin the Bold and Grimble. Grimble runs off with the king's white feather cloak while beastly Borin gives chase. He does get kidnapped en route, but, undeterred, he finally retrieves the thing and runs off, thinking he's killed Grimble. Not a chance! Grimble isn't dead and he comes back to seek revenge. He kidnaps Borin, holds him to ransom for the cloak and then the quest to release poor Borin begins.

Produced by London publishers Dorling Kindersley, this package should be around £12, initially for the Spectrum 48k and later the CBM 64 and Amstrad.

DESIGNER OF THE MONTH

NAME: Hanan Samara

BORN: Bagdad, 1955

GAMES: Special Delivery, Jinn Jenie and Spectrum Boulder Dash conversion



Female games programmers are thinner on the ground than female games players. Apart from Carol Shaw at Activision, the only active female programmer we've discovered is Hanan Samara, the brains behind such games as *Special Delivery* and the recently released *Jinn Jenie* for the CBM 64.

Hanan's background is in maths and operations research — but now she runs her own software company called Dalali Software.

Hanan came to England from Bagdad in 1970 and her most recent job was with Thorn EMI where she worked for over two years before leaving to start her own business.

As well as bringing out *Jinn Jenie*, which is being marketed by Micromega, Hanan has worked on the Spectrum *Boulder Dash* conversion which we've already raved about in earlier issues.

Hanan is an Atari fan and likes to program on that machine — *Jinn Jenie* was originally written for the Atari.

She is quietly confident about the next year. "The games industry is growing up. It's gradually becoming more like the movie business. You need a graphic artist, sound experts and a couple of programmers to create a game these days. You've really got to get your act together in order to succeed."

Favourite Food: Anything Arabic.

Favourite Drink: Scotch and coke.

Favourite TV Programme: I don't really get much time to watch TV. But I really like cartoons!

Favourite Computer Game: Boulder Dash.

Countries Visited: Middle East, USA, Europe.



SPECTRUM

The Pyramid – *Fantasy*	£2.99
Beaky & The Egg Snatchers – *Fantasy*	£2.99
Manic Miner – *Bug Byte*	£2.99
Trader – *Pixel*	£2.49
The Island – *Crystal*	£2.49
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Hall of Things – *Crystal*	£2.99
Rommels Revenge – *Crystal*	£2.99
The Dungeon Master – *Crystal*	£2.99
It's The Woolurf – *Crystal*	£2.49
Bugaboo The Flea – *Quicksilva*	£2.99
Pool – *Bug Byte*	£2.49
Invincible Island – *Richard Shepard*	
Transylvanian Tower – *Richard Sheperd*	All five
Super Spy – *Richard Sheperd*	for £5
Ship of the Line – *Richard Sheperd*	or £1.50
Everest Ascent – *Richard Sheperd*	each
Mined Out – *Quicksilva*	£2.49
Super Snail – *Games Machine*	£2.49
3D Strategy – *Quicksilva*	£2.49
Games Designer – *Software*	£6.99

COMMODORE 64

Skull – *Games Machine*	£2.99
Fabulous Wanda – *Games Machine*	£2.99
Quintic Warrior – *Quicksilva*	£2.99
Purple Turtles – *Quicksilva*	£2.99
Sting 64 – *Quicksilva*	£2.99
Aargh Condor – *Games Machine*	£2.99
Swoop – *Micro Power*	£2.99
Triple Tournament– *Terminal*	£2.99
Colossus Chess 2·0 – *CDS*	£7.99
Ring of Power – *Quicksilva*	£2.99
The Evil Dead – *Palace*	£2.99
Goodness Gracious – *Beyond*	£2.99
Beaky & Egg Snatchers – *Fantasy*	£2.99
The Pyramid – *Fantasy*	£2.99
Transylvanian Tower – *Richard Sheperd*	£2.99
Super Spy – *Richard Sheperd*	£2.99
Ship of the Line – *Richard Sheperd*	£2.99
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Protector – *Quicksilva*	£2.99
Mined Out – *Quicksilva*	£2.99
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Reversi – *Terminal*	£2.49
Nosferatu – *Terminal*	£2.49
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Terminal Invaders – *Terminal*	£2.49
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S.A.M. (speech)	N/A	41.95
Master Type	ROM	32.75
Master Type	N/A	32.75

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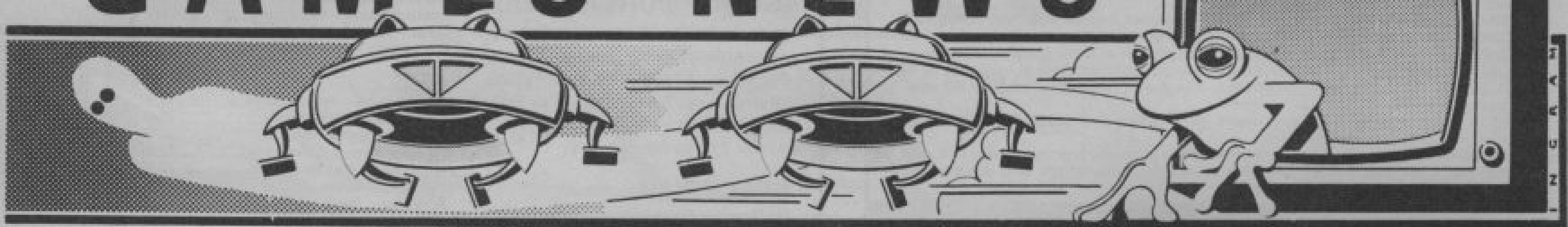
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Mac 65 (with OS/A+)	ROM	57.95
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Disk Collector (Catalogue disks)	N/A	9.95

G·A·M·E·S N·E·W·S



PSYCHEDELIC FREAK OUT, MAN!

Creating moving patterns on your telly screen to match your favourite music is the latest brainwave from Jeff Minter, Pink Floyd fan and owner of Llamasoft.

***Psychedelia*, as it has been christened, is a light synthesiser for the CBM64, Vic 20 and CBM16. The CBM64 version is more expensive at £7.50, while the other two are £6. It consists of a set of instructions that you use with your micro, but if this sounds like a lot, don't be deceived. The program looks like being one of the greatest entertainment programs ever and it must be only a matter of time before hordes of people copy Minter's idea.**

Even born cynics will be impressed — I was. In fact, I went off and raved about it for WEEKS...

You can create the most beautiful patterns in 121 colours that are guaranteed to win over all those micro-hating people out there. Basically, you program the shapes to match your favourite music and the end result reminds you of a once much-used phrase — "hearing colours and seeing sounds".

Just store the shapes and their colours and, if your habits are similar to Minter's, you can even get flashing llamas and CND signs.

Minter himself sees it as the best way to get your own light show off the ground. "A flippin' baby could sit there with a joystick and still make something nice out of it," he says.

Conversions for the Amstrad, Spectrum and Atari will be out any day now.

PLAY FOR LIFE

Traditional playthings that encourage creativity and "love for all life" are the name of the game as far as Play for Life is concerned.

If this sounds rather twee, why not stand back and ask yourself if you really feel fulfilled zapping aliens all the time.

Play for Life is an organisation which numbers the Peace Pledge Union and Ecology Party among its members. It offers computer games among its wares but, unlike the norm, these are based on co-operation rather than competition. Mostly for the CBM64, Spectrum and BBC, some let you create pictures or music and titles include *Musicmaker* and *The Snowman*, by Raymond Briggs.

The company's catalogue, pitched at people aged between five and 12, makes great reading with lots of original and old fashioned things like paper aeroplane pads that give instructions for eight paper planes. Other things include an origami pad, tiddlywinks, Fun with Magnets, Stilts and even the Fish and Bead Puzzle.

Contact Play for Life at 31B Ipswich Road, Norwich NR2 2LN (Tel: 0603 505947).

COLECO ARE LEAVING THE COUNTRY

The gradual demise of the dedicated video-game machine continues with the announcement that Coleco — manufacturers of the ColecoVision video-game machine and the Coleco Adam computer — have decided to pull out of this country.

There should still be some software about as the Hyde Park Clothing Company is reported to have taken delivery of 160,000 games cartridges and 40,000 consoles. Presumably they will be able to supply off the peg games!

But never fear. Those of you with Atari VCS machines languishing under your beds will be able to enter a very special software competition in this issue of C&VG.

Just turn to page 91.

STOP PRESS

- Despite Christmas rumours that Sinclair's Sir Clive Sinclair and Acorn's Chris Curry have been beating the stuffing out of each other in Cambridge wine bars, trusted *C&VG* spies report that the pair have since been jollying it up together at one or two parties and generally behaving like the best of friends. Aaaaah!

I·N·B·R·I·E·F

- As usual, lots of new games are out for the Commodore 64, with some being available on other machines too. *Knightmare* and *Captain Starlight*, both £6.99, are out from Romik, with *Knightmare* featuring Sir Legless, the court alcoholic, and the evil Anthrax (a wizard, not an asthma cure).

  Tymac's *Gandalf the Sorcerer* comes on disc for £14.95 or tape for £9.95, and Supersoft's *Kami-Kaze*, centred around a public loo in Cleethorpes, is £5.95. The makers promise it isn't obscene.

  On an entirely different note, for the disco freaks among you, is *Break Fever* from Interceptor Micros, based around a disco dancing competition, as well as *Big Ben*, a complicated Adventure game. Both are £7.
- Spectrum offerings this month include *Pitfall II* at £8.99 and *Beamrider* at £7.99, both from Activision, while *Lazy Jones*, a great success on the CBM64, has been made available for the Spectrum by Terminal Software.



Lazy's behaviour is pretty terminal too. The laziest shirker in the hotel business, he plays games in the 18 hotel rooms instead of cleaning them. Neat, eh? The game will set you back £6.95 and will soon be released on Amstrad and MSX machines too.

- At last! Software for the QL continues to trickle out, this time in the form of *QL Chess* on microdrive for £19.95.
- Psion have also been busy, getting out *Saloon Sally*, this time for the BBC, a cowboy-style saloon brawl, and *Statix*. Both are £7.95.
- CBM16 games now out include *Flight Zero One Five*, £5.95 from Craig Communications (their follow-up to *Flight 015* for the Vic 20), and Anirog's *Skramble*, a space game also available for the Plus 4, for £6.95.
- MSX fans take note — Toshiba's HX10 micro has dropped from£279.95 to £239.95, and a three-year extended guarantee is being offered on all purchases until the end of March.
- MSX games from Quicksilva include *Games Designer*, *Ant Attack*, *The Snowman*, *Bugaboo* and *Fred*, all conversions from the CBM64 and Spectrum.

Experience the thrill of Formula One Motor Racing

ATARI

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64



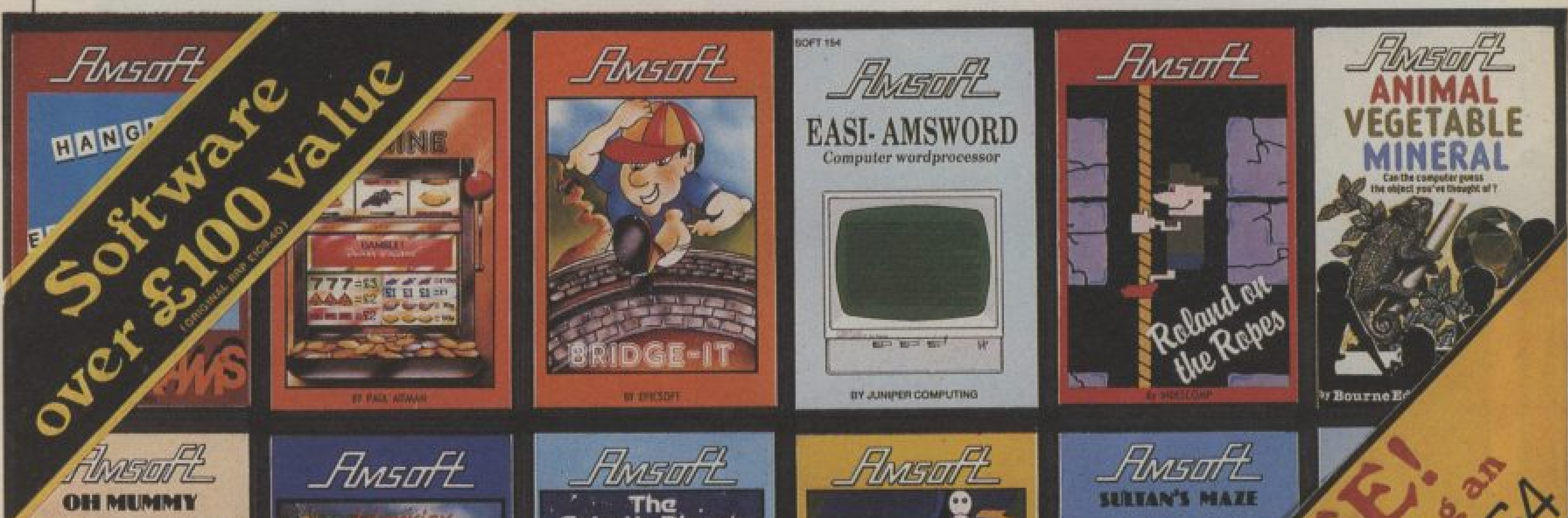
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CPC 464 green screen VDU (GT64)

Here are the others.

The CPC 464 comes complete with its own colour monitor or green screen VDU and built-in cassette data recorder. (Optional disc drives are now available with CP/M* and DR. LOGO* supplied as standard.)

It has a typewriter-style keyboard and numeric keypad. 64K of RAM, 32K of ROM and a very fast extended BASIC with real time features.

And it costs a great deal less than the price of a comparable system.

The CPC 464 can handle the trickiest computer games (if you can), revision for exams, cataloguing and budgeting.

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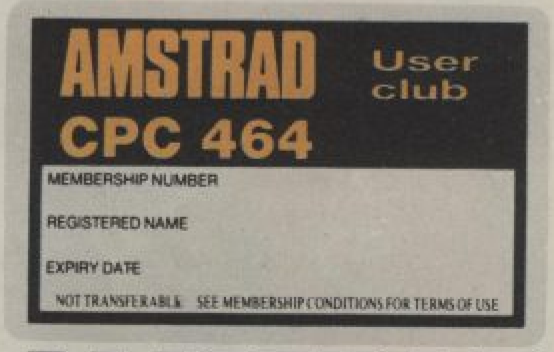
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AMSTRAD

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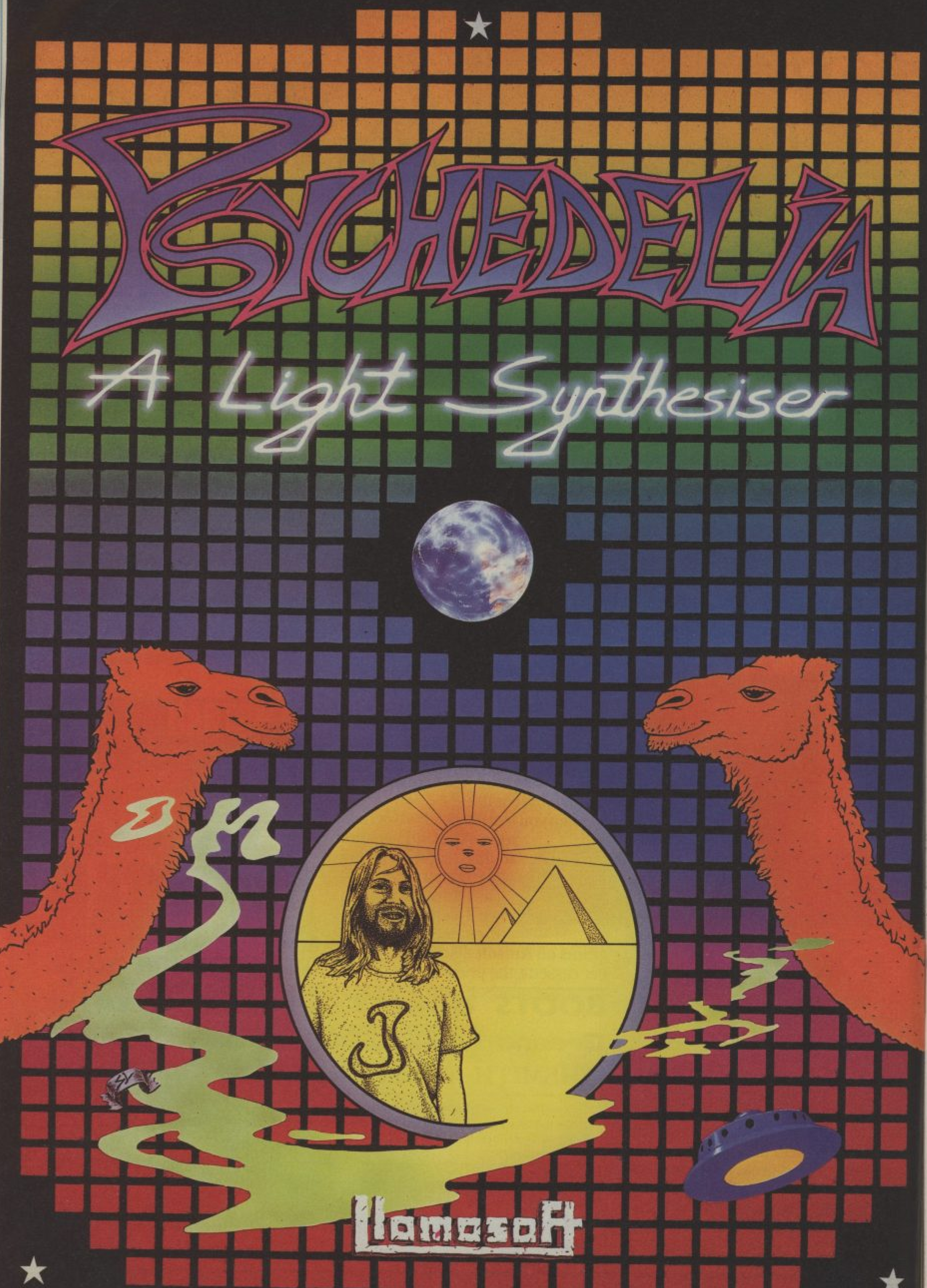
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CVG 3/85



PSYCHEDELIA
A Light Synthesiser
Llamasoft



Dear Bughunter....

Welcome to the second instalment of C&VG's very own agony column. If your POKEs are painful or your program wants to RUN .. before it can walk, you need advice from Bug Hunter.

Write now, before it's too late.

S Ward from Sheffield has around 100 Spectrum games on cassette and would like to make back-up copies. He wants to know the best program to buy which will let him do this.

There's nothing wrong in making a back-up of a tape, Mr Ward. It's yours — you've paid for that cassette and you can do what you want with it. Except, of course, make a profit from someone else's hard work by giving away or selling any back-ups that you make.

Because of this, most software companies protect their games with routines in the program that make them hard to copy. No method is 100% secure, though, and in the classified ads of most micro mags you'll find programs advertised that allow you to make copies of your software or convert it to run on disc or microdrive, depending on what micro you have.

There are lots of ways of protecting programs, so I suggest that you call a couple of these advertisers and ask specifically whether their product will copy the games that you have.

As for your question of storing an index to all your games in the computer and being able to search that list for a particular game, you'll need either microdrives or discs to do this. Cassette based storage and indexing is just too slow.

Dear BH,
Recently I purchased an Interface 1 and microdrive for my Spectrum. At first programs loaded quickly and smoothly. Nothing has been tampered with and no coffee has been spilt into the slot but I can no longer save/load/verify programs. Usually, the drive just spins for about five minutes and then stops. What can I do?
David Frost

Problems with early versions of the Microdrive are quite common. Try cleaning the head of your drive gently with a dry cotton bud. Also, get a fresh cartridge and see if you have any joy. If not, there's obviously something wrong and you are entitled to a replacement or a refund from the place you bought your drive.

If you went through a shop, take back the drive and explain the situation. If you ordered through mail order straight from Sir Clive then there's no alternative — you'll just have to pack it up and send it to Cambridge with a letter explaining what's happened. Then, just wait. And wait.

Dear BH,
Could you help me? I have written a game and want to get it published but I don't know whether I need to have copyright on the game before submitting it. If I do, how do I go about getting it?
G Thompson

You already have copyright. It's your game so you have the right to make copies of it which is what copyright means.

If someone looks at your game and then copies the idea, though, it's not the same as them copying the actual program that you wrote.

The whole area of copyright law is rather complicated, so the best thing to do before you send off your pride and joy to a software company is to get some advice from your local Citizens' Advice Bureau.

Dear BH,
I have an old Vic cassette recorder which I use with my new Commodore 64.

I have recently bought *Beach Head*, *Son of Blagger* and *Trallie Wallie* but they don't load. I heard on a TV programme that some old cassette recorders may not work, so can I get a refund on the software or will I have to buy a new cassette recorder?
Robert Russell

It's not the fault of the software companies that these games won't load, so I'm afraid that there's nothing to make them give you a refund on the games.

If you've only had the recorder for around a year or two, you could complain to Commodore that this is an unreasonable time for one of their products to last. Failing this, it looks like you're going to have to ask Santa for a new cassette recorder next year.

Here's the last of our batch of legal letters, which should cover some of the problems that you may be having with that Christmas micro.

K M Brown bought a Vic starter pack at Christmas 1983. There was a problem with the screen, so he returned it to his local Lasky's, where it was bought.

Three months later the motor drive gave in. The micro was exchanged again but the wrong leads were in the box. Then, the cassette recorder failed and the power pack didn't work.

Mr Brown has now returned his micro four times. Can I exchange it, he asks, for a different make? The shop is only willing to do a straight exchange.

It's useful to remember that if you buy something in a shop and that product goes wrong, it is the shop's responsibility and not the manufacturer's. So any shop that tells you "it's not our problem" is mistaken.

Meanwhile, what can Mr Brown do?

Well, if you take a faulty micro back to the shop for the first time, you are entitled by law to a new micro (the same model) or your money back. You do NOT have to have it repaired or be given a credit note.

If you choose to have a replacement machine and this, too goes wrong, you are only entitled to replacements from then on. You have given up your right to a refund. Therefore, the shop is correct in offering to replace the faulty machines. You could always try writing to the boss of Commodore, asking whether the average Vic needs replacing four times before a good one is found!

Dear BH,
Is it possible to get Mode 7 on an Electron so that I can run a modem?
John Whitson

The Electron doesn't have the necessary chips to give a Mode 7 teletext display like the BBC micro.

At the last PCW show, Sir Computers of Cardiff had a prototype Mode 7 adaptor for the Elk which, coupled with an RS232 interface, would let you drive a modem.

If you're mainly interested in communicating, it may be cheaper to get a 16k Spectrum and a VTX5000 modem which will get you into Prestel, Micronet and more, including my own VISA bulletin board on 01-958 7098.

R·E·V·I·E·W·S



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

STARSTRIKE

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Realtime
PRICE: £5.95

Realtime's *Starstrike* is simply the best translation of the *Star Wars*-style arcade game seen on the Spectrum — with some new twists.

It's a no-holds-barred space shoot out with excellent graphics and a playability rating that goes off *C&VG's* scale — well it does if you're a fan of the arcade machine like me!

The scenario for the game goes like this. You are the pilot of a Starstrike spacefighter on a do-or-die mission to destroy the massive bases of an alien race known only as The Outsiders.

These bases inside hollowed out moons are protected by squadrons of Outsider fighters — and the surface of the huge moons are covered in laser towers and other defence systems.

The only way to destroy the bases is to fly down the equatorial trench and fire a well-aimed shot into the reactor chamber.

Your *Starstrike* fighter is armed with lasers and protected by force shields — but these are depleted by enemy fire or collisions with the catwalks which span the trench. A read-out on screen tells you the condition of these shields — if it reaches red, then you're in big trouble.

If you manage to dodge through the catwalks and avoid enemy laser fire without being wiped out then you get a crack at the reactor. This is actually more difficult than the arcade machine version, believe me!

If you destroy the base, you progress to the next difficulty level — where different features, like the big laser towers, appear.

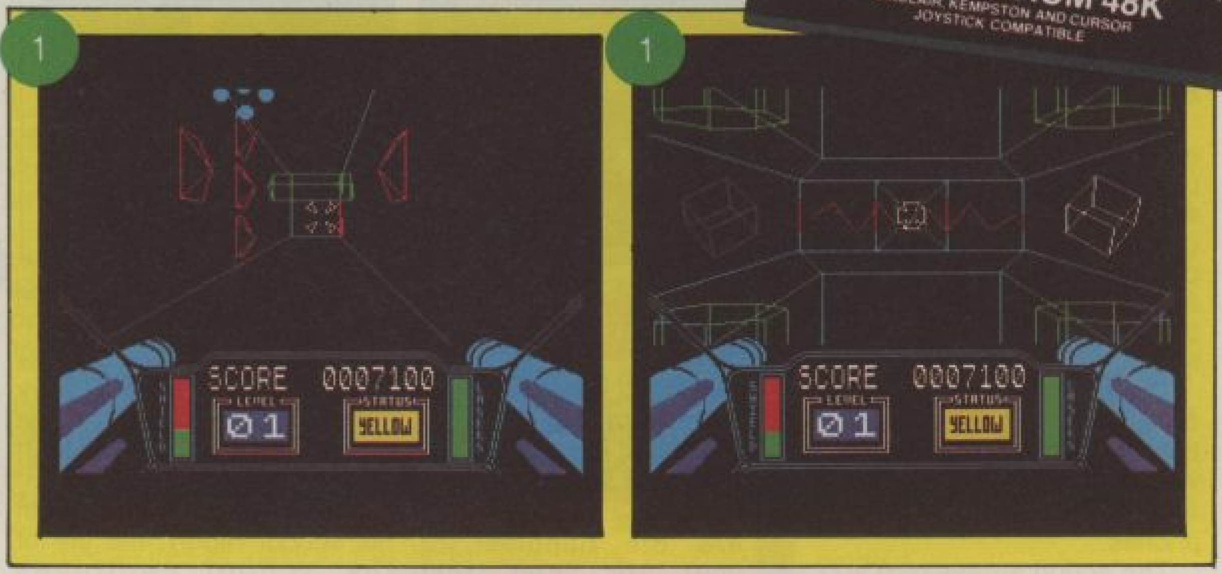
Starstrike's 3D vector-style line graphics are excellent and so is the presentation of the game. You get a brief pause in the action between screens as a battle-computer read-out flashes up telling you what's going to happen next. A pause that you need at the higher levels!

If you've ever wanted one of those *Star Wars* arcade games at home then you'll love *Starstrike*. It's a brilliant game destined to become a classic — and a *C&VG* Hall of Fame game!

• Graphics	10
• Sound	7
• Value	10
• Playability	10







FATTY HENRY

MACHINE: Vic 20/ joystick
SUPPLIER: Software Projects
PRICE: £5.95

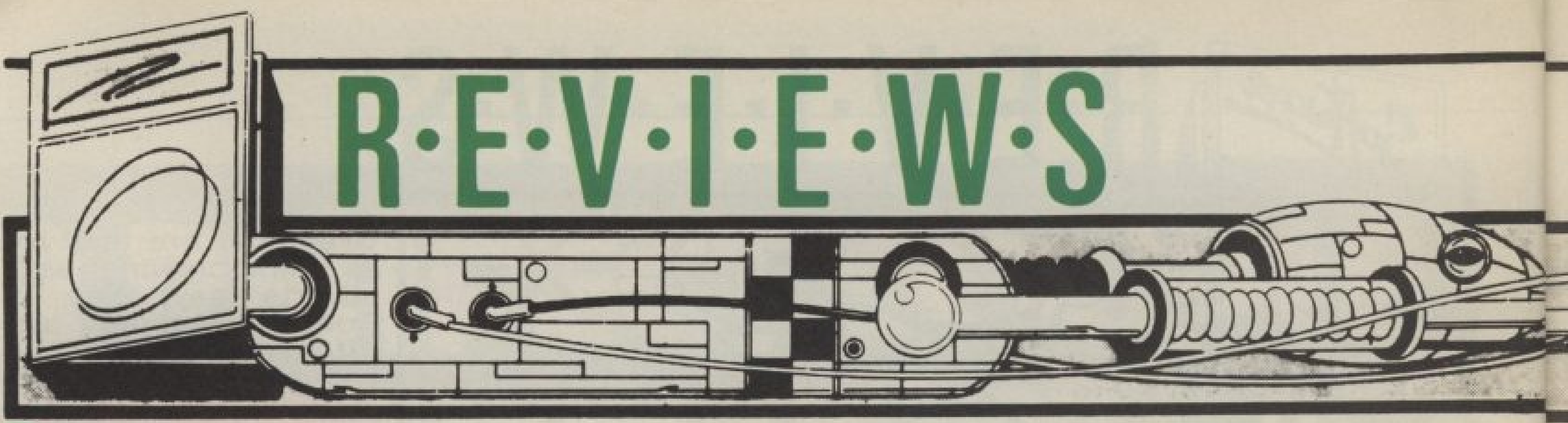
Software Projects continue to support the ageing Vic-20 with a range of newies which includes *Fatty Henry*.

You play the part of an octopus destined to become a tasty dish for some executive diner in a top restaurant. You have to help him avoid that fate by collecting drips of condensation from the roof of the pan where he is being cooked and dropping them on the raging flames below.

There are other hazards — such as spinning food, oven foam and the restaurant's pet dog, Fat Henry, who is partial to a bit of squid. Survive 10 ovens and you escape being eaten!

An original theme and fairly playable — although the graphics could be slightly better.

• Graphics	7
• Sound	7
• Value	8
• Playability	8



R·E·V·I·E·W·S

2 CADCAM WARRIOR

MACHINE: CBM 64
SUPPLIER: Taskset
PRICE: £9.95/£12.95

This brilliant game from Taskset runs on the CBM 64 and is based around a Computer Aided Design (CAD) exhibition which goes wrong.

You'll have to beat 8,192 hostile screens to win the day and this could take some time, so you'll have to be dedicated — but it's fun and very addictive. In fact, for £9.95 (cassette) or £12.95 (disc), you could have yourself quite a bargain.

The graphics are extremely good and very clear, reminding you a bit of the drawings architects are supposed to do all day. The sound is also unusual and convincing, a real change from the run-of-the-mill, zap-bang-blast style sound effects.

The idea is that our environment is increasingly planned and constructed with and by machines, and so it is up to the software and operating systems of those same machines to interpret the rules by which we want to live.

Once you've loaded the tape, you press FIRE to start, before getting pursued by what look like giant sponges and Sony Walkman headphones.

The action always give you something different and you can use the keyboards or a joystick.

The story itself centres around the 25th CADCAM International Show, where the guys from a company called Enviro UK have booked most of the first floor's space.

The game pitches you directly against the design machine, and you control the droid MAD-2, whose task is to find and repair the memory bank containing human needs.

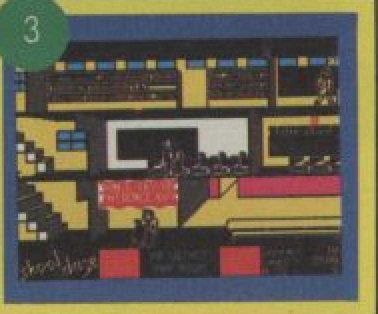
He can only get to the final screen by finding his way through all the nasty environments the machine designs, and how he does this is up to him.

He must somehow remove everything, with some routes being short cuts and others a total disaster. Interestingly, he has a habit of disappearing down holes, but you can always find him, as he is the only object to look like a big teddy bear.

If he isn't careful, he lies down and gets shot at, but he's quite a good shot himself if you get a decent joystick. All in all, *Cadcam Warrior* is fast, very playable and even moreish — rare qualities for games these days.

• Graphics	9
• Sound	9
• Value	9
• Playability	9

2 

3 

3 SCHOOL DAZE

MACHINE: Spectrum/keyboard or joystick
SUPPLIER: Microsphere
PRICE: £5.95

They say school days are the happiest of your life. Well, that may be so — but what I know for sure is that *School Daze* is the most original and entertaining game to be released for any age. Just watching the demo is like viewing a whole series of Grange Hill at one sitting!

And that should give you a clue to what the game is all about. It's set in a typical school, with typical pupils and typical teachers — all of which you'll recognise from your own experience.

The hero is Eric. Now, Eric has heard on the grapevine that his end of term report is not all it should be. So he wants to get it out of the school safe before it comes to the attention of the headmaster.

The combination of the safe consists of four letters known to the headmaster and the masters. To get the combination, Eric has to first hit all the school shields — hanging around on the walls of various rooms — and set them flashing. This is more difficult than it sounds. You have to work out different strategies for different shields.

Once you've got all the shields flashing, the masters become strangely disorientated — knock them over and they'll reveal their part of the code. All except the history master that is who has to be persuaded in a different fashion which you'll have to find out for yourself.

Once you've got all the letters, you still have to work out the combination — and get to the safe in the staff room!

While Eric attempts to get his school report, the life of the school continues independently. Eric has to go to lessons too — which interrupts his quest. If he isn't in the right place at the right time he gets lines! Over 10,000 lines and Eric is expelled.

The other characters in the game — like The Swot, The Bully and Angelface — also give Eric a hard time. They attempt to hinder his quest for that school report by getting him into trouble with the masters. With friends like that . . .!

The entire game is like an animated version of the Beano's Bash Street Kids strip — complete with cartoon-style voice bubbles which appear as the various characters "speak".

Poor old Eric really has a hard time at school. And you really get into the character as you play. Each of the masters, and Eric's school-friends, have their own characteristics too. You learn about them as you play!

A nice touch is the feature which enables you to change the names of Eric's mates and the teachers to suit yourself. You can populate the game with all your least favourite teachers and your best mates. You can also make yourself the hero!

The graphics and animation are terrific and the sound isn't bad either.

Overall, *School Daze* is an entertaining and amusing game. Well worth the asking price — but don't let it stop you doing your homework!

• Graphics	9
• Sound	7
• Value	9
• Playability	9

LABYRINTH

MACHINE: BBC
SUPPLIER: Acornsoft
PRICE: £9.99

Several companies in the software market have consistently produced first class software over the past few years. Acornsoft at one time could be included in this elite group. Then, inexplicably, the quality of their games went downhill.

But Acornsoft seem to be back to their old winning ways with their newest release of games. Their most recent, *Labyrinth*, is no exception.

Although it's a maze game, with a strong influence of *Berzerk*, it loses none of its originality or attraction in my eyes.

The graphics are very good as is the animation with no hint of flickering — a very common fault in many Acornsoft games, especially *JCB Digger*.



You control a little character called Mork, who is trying to find his way through a huge labyrinth with seven dangerous and magical levels. You have to have a good memory to guide him through this monster maze and a good deal of skill to manoeuvre Mork, and the boulder he uses to crush the monsters and ghouls, around the maze without being killed or running out of energy.

Before Mork can move onto the next level, he must capture the magic crystal which opens up the gateway to the next floor of the labyrinth.

The maze is filled with nine different types of monsters all of which act differently and have to be killed in a multitude of different ways. Some of them, like the evil threshers, change colour, multiply and leave a trail of poisonous mushrooms behind them.

The easiest way to kill the monsters is by crushing them with Mork's boulder, but you'll have to make sure that none of the monsters crush you with the boulder.

You'll have to keep an eye on your energy level which is displayed in the top corner of the screen. If it suddenly turns red, Mork will die, losing one of his three lives unless you eat some energy-giving fruit straight away.

Labyrinth is a well thought out and designed program — definitely up to the standard of Acornsoft's *Elite*.

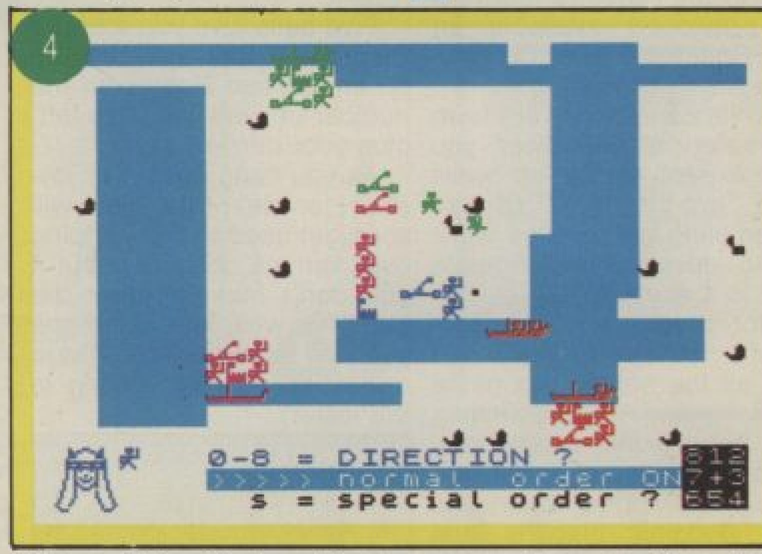
● **Graphics**	**9**
● **Sound**	**9**
● **Value**	**9**
● **Playability**	**9**

4 VIKING RAIDERS

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £2.50

Viking Raiders is just one of the flood of games from Firebird — British Telecom's software spin-off who have entered the budget price games market. And a nice little game it is too. You take part in a battle between four Viking overlords. Four human players can fight it out — or any combination of human and computer players.

The battlefield features fjords which freeze over as the game progresses making the movement of armies easier, although you can use all the gold you have in the VSB — Viking Savings Bank stupid! — to buy longboats, armies and catapults.



The aim of the game is to move your forces around the battlefield and conquer your opponents' castles — before they do the same to you.

The characters — like Odin the Odious and Wotan the Wicked — have their own specific characteristics, and are amusing too! There is even a wicked lady Viking warrior — just as tricky as the men.

The program is well presented, with lots of useful prompts which flash up at the bottom of the screen during loading and play. The documentation is good — backed up by good instruction screens within the game itself.

The graphics are not much to write home about — but who cares when you can get an entertaining game for just £2.50. Good value, Firebird!

● **Graphics**	**7**
● **Sound**	**6**
● **Value**	**9**
● **Playability**	**8**

BLUE MAX

MACHINE: CBM 64
SUPPLIER: Synsoft/ US Gold
PRICE: £9.95 cass/ £14.95 disc

You become a World War one air-ace on a desperate mission of destruction behind enemy lines in *Blue Max* — one of the latest US games to officially reach these shores.

It's a *River Raid*-style game with enhanced graphics and sound. You have to fly your biplane around bombing enemy targets and shooting down enemy planes. You also have to land and take-off at friendly airfields to be repaired and take on more fuel. And that's about all there is to this game — which I found unoriginal and eventually pretty dull.

The aircraft handles really nicely — you get a real impression of controlling a plane in flight. The graphics are quite good, the sound is adequate and the program presentation is good. But all this didn't save the game for me.

A considerate touch is the "colour-bar" command messages. The display at the bottom of the screen changes colour to tell you if you are flying too low, at the right level to attack enemy planes, at the right level to strafe enemy positions on the ground etc.

But overall if you feel the need for a "bombing mission" game I'd go for *River Raid* every time.

● **Graphics**	**7**
● **Sound**	**7**
● **Value**	**6**
● **Playability**	**6**

MUTANT MONTY

MACHINE: Spectrum 48k
SUPPLIER: Artic
PRICE: £6.95

This is yet another *Manic Miner* clone, though better than most.

Monty has two aims in life — to get rich quick and to be a hero.

There are 40 rooms to the game and he has to collect all the piles of gold in each one before he can move to the next. Unlike most games of this kind, there's no jump button. Monty can move up, down, left or right and that's all.

At the end of his mission, once he's become rich from all that gold, he can rescue the damsel in distress.

If you can't actually get that far, there's a built-in demo to show you what you're missing.

During the game, the Spectrum plays a selection from various classical pieces of music, as only a Spectrum can. Not quite *Hooked On Classics* but better than nothing.

There's an assortment of nasties trying to prevent Monty achieving his ultimate ambition. One such beast is the beautiful but rare Quantum Leapy. There are also the dreaded parallelians and the Pit of Eternal Slime.

You only have five lives and you play against the clock. Not an easy game by any means.

We'll have to wait for the secret poke numbers to come in. Shouldn't be long.

● **Graphics**	**9**
● **Sound**	**8**
● **Value**	**8**
● **Playability**	**8**



Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

MOTO CROSS

MACHINE: CBM 64
SUPPLIER: System 3
PRICE: £7.95

Driving games used to be about cars, but motorbikes seem to be taking over.

This game has you on a bike, trying to complete a course marked out on the screen by two rows of tyres.

Above the horizon, mountains and scenery float past as first demonstrated by *Enduro* on the Atari.

At the top of the screen, a large set of handlebars contain all the various dials which give details of your speed and revs.

But while all this is happening, there's not much action going on. The graphics which make up the bike and its rider aren't too hot, and there's no scenery or signposts which go past as you ride round. *Pole Position* on two wheels this certainly isn't.,

If you hit a tyre, you fly off the machine and land in the road. Careful use of the joystick can usually get you going again, but sometimes I found this impossible. If you crash just behind a tyre then, whatever you do, you'll always hit it again when you try to get up.

There are six different levels in the game. On some, the track is narrower than others. Also, you can decide whether you wish to ride alone or have other bikes on the track to chase.

Graphics are smooth, if nothing else, and sound is good. The engine sounds are realistic and the little man who comes on to wave the starting flag is cute. There's also a horrible squelching sound when you hit a tyre.

A reasonable buy, but nothing special.

• Graphics	7
• Sound	8
• Value	7
• Playability	7

5 HUNCHBACK

MACHINE: Amstrad/ Joystick only
SUPPLIER: Ocean Software
PRICE: £6.90

A conversion of one of Ocean's best selling games, this version runs on the Amstrad and was previously available on the Spectrum and Commodore 64.

While Esmerelda yells from the safety of her tower, you can expect to fall off walls and crash into things resembling giant trifles while trying desperately to reach her. Is it worth it?

Not unless you're masochistic enough to really get into all the hassle this game offers you. As Quasimodo, you behave like a latter-day Tarzan with superhuman energy. Swinging over pits and dodging fireballs and arrows, you must remember to keep in front of the chasing Knight, who, hopefully, is also busy falling off walls and making an idiot of himself in front of Esmerelda.

Although there are 15 screens, each more difficult than the first, you'll be lucky to get past the second, which involves grabbing at a very elusive rope which would take you across the moat to your lady in distress. However, you may as well forget it, as the rope appears to have a mind of its own, always swinging everywhere — except towards you.

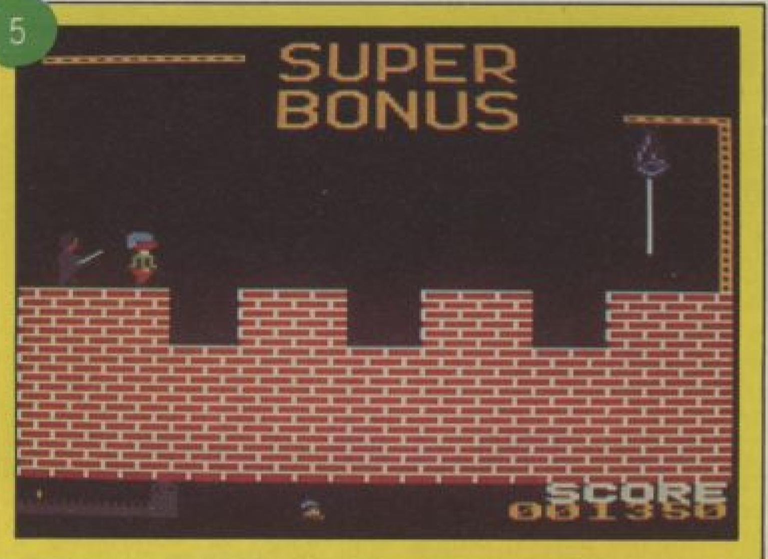
If you're lucky enough to complete a wall, you pick up a bell — so that if you reach your woman, you'll sound like a cross between a reindeer and the London Philharmonic Orchestra. Let's hope she likes it.

Five bells give you a Super Bonus and this will show up on the screen along with the number of lives you have left, plus your current score.

As you hang onto your joystick for dear life, you will soon get used to highjumping over various obstacles, but if you don't make it over the moat . . . well, let's just hope you can swim (and that there aren't giant trifles lurking in the water).

• Graphics	8
• Sound	7
• Value	5
• Playability	4

5



6 SIM

MACHINE: BBC
SUPPLIER: Viper Software
PRICE: £8.95

The one thing about this game which I haven't been able to work out is why it is called *Sim*. After that challenging puzzle, the game seems more than a little dull in comparison.

The game has everything a good software company should try to cram into one of their programs. Good colour graphics and smoothly animated graphics abound in hundreds of games I could name, not least in Viper Software's *Sim*.

And that's exactly the problem. Every software

6



baron and his cat are always on the look out for a quick way to make a few bucks. Recently a large part of the industry has been on a "state of the art graphics" trip, totally forgetting that there's more involved in making a good game than how appealing it looks.

Theme, playability, ingenuity and innovative style have all been thrown out of the window during the latest fad for the game with the cutest graphics. A good game, in my opinion, must have a well thought out and strong plot or theme and excellent playability as well as interesting and realistic graphics.

Sim shows every sign of the new direction that a lot of software companies are taking. The character that you fly about the maze is difficult to control and the layout of the game is so badly designed that you die every time you enter a new screen.

At the beginning of last year, *Sim* would have stood a chance of impressing people but the game market has moved on a lot since then and I'm afraid that companies like Viper won't last if they don't rethink their approach.

• Graphics	8
• Sound	5
• Playability	4
• Value	5

continued on page 105



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

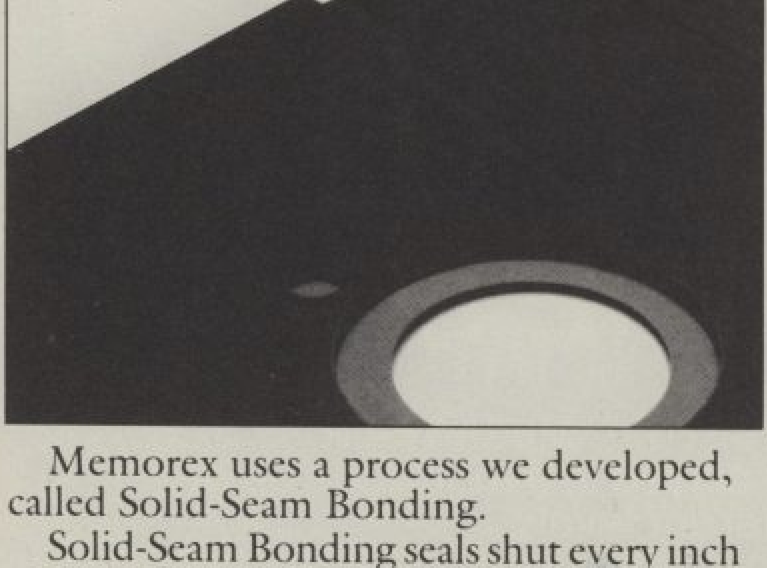
Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

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Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

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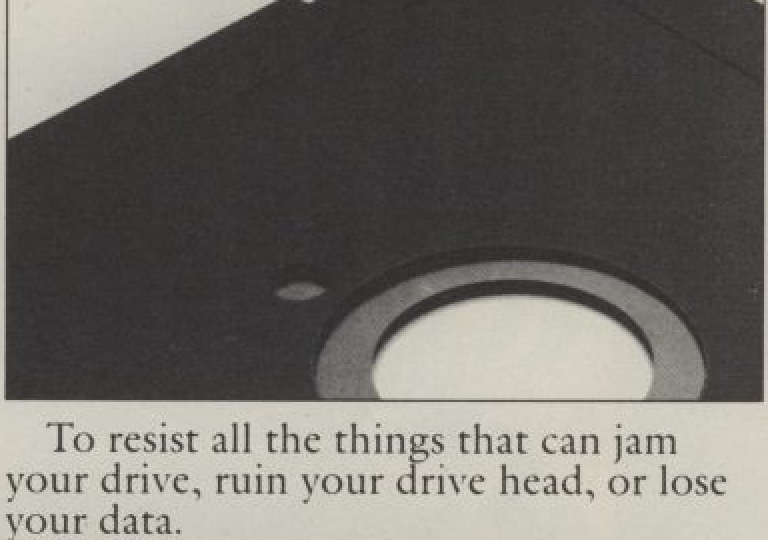


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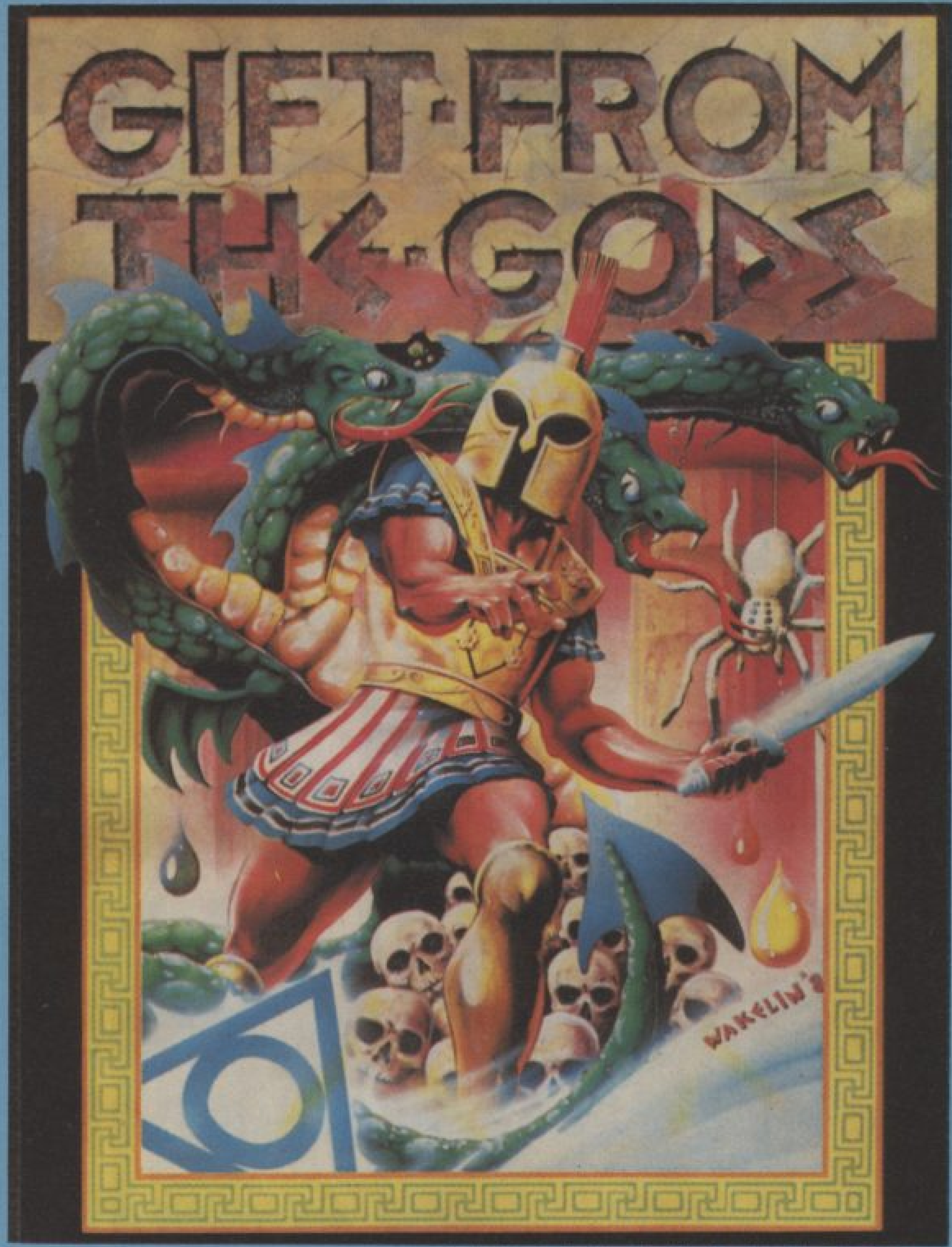
GIFT FROM THE GODS
SPECTRUM 48K
9.95
ocean

COMPETITION

WIN

YOURSELF A DIORAMA!

PLUS LOTS OF OCEAN SOFTWARE



Games writers everywhere seem to be delving into the classics to get new ideas for software — we've had *Quo Vadis?*, *Macbeth*, *Tristan and Isolde* and others.

Now Ocean have dipped into the weird and wonderful world of Greek mythology to bring you a game of epic proportions! *Gift from the Gods* is based on the legend of Orestes who has to fight his way around an underground labyrinth beneath the palace of Mycenae in order to regain his kingdom from the evil clutches of his treacherous mother Clytaemnestra.

You can read our review of the game elsewhere in this issue of *C&VG* — but we're here on the competition pages to bring you an exclusive *C&VG* contest!

Along with our friends at Ocean we've come up with a very special competition with a very special prize. Details of the prize later — first here's what you have to do to win it!

We want you to draw a map of the labyrinth our hero Orestes discovers in *Gift from the Gods.*

The best map will win a specially created *Gift from the Gods* — a sort of 3D model based on the game. This diorama will be hand-made and all the figures hand-painted by modelling experts, so it's a really exclusive prize.

In addition, the winner will get £50 of Ocean software for his or her machine. Ten runners-up will also receive £50 worth of Ocean software. So get those pens, pencils and paints out and get cracking — we don't mind how big or small you make your map — or what materials you use to create it. The entries must be accompanied by the form below and will be judged by representatives of *C&VG* and Ocean. Normal *C&VG* competition rules apply and the judges' decision is final. Closing date for the competition is April 16th — we're giving you an extra month to work on those maps and we're looking forward to seeing them!

Send your entries to *Computer & Video Games,* Gift from the Gods Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C&VG/OCEAN GIFT FROM THE GODS COMPETITION

Name..

Address..

....

Please state which machine you own

....

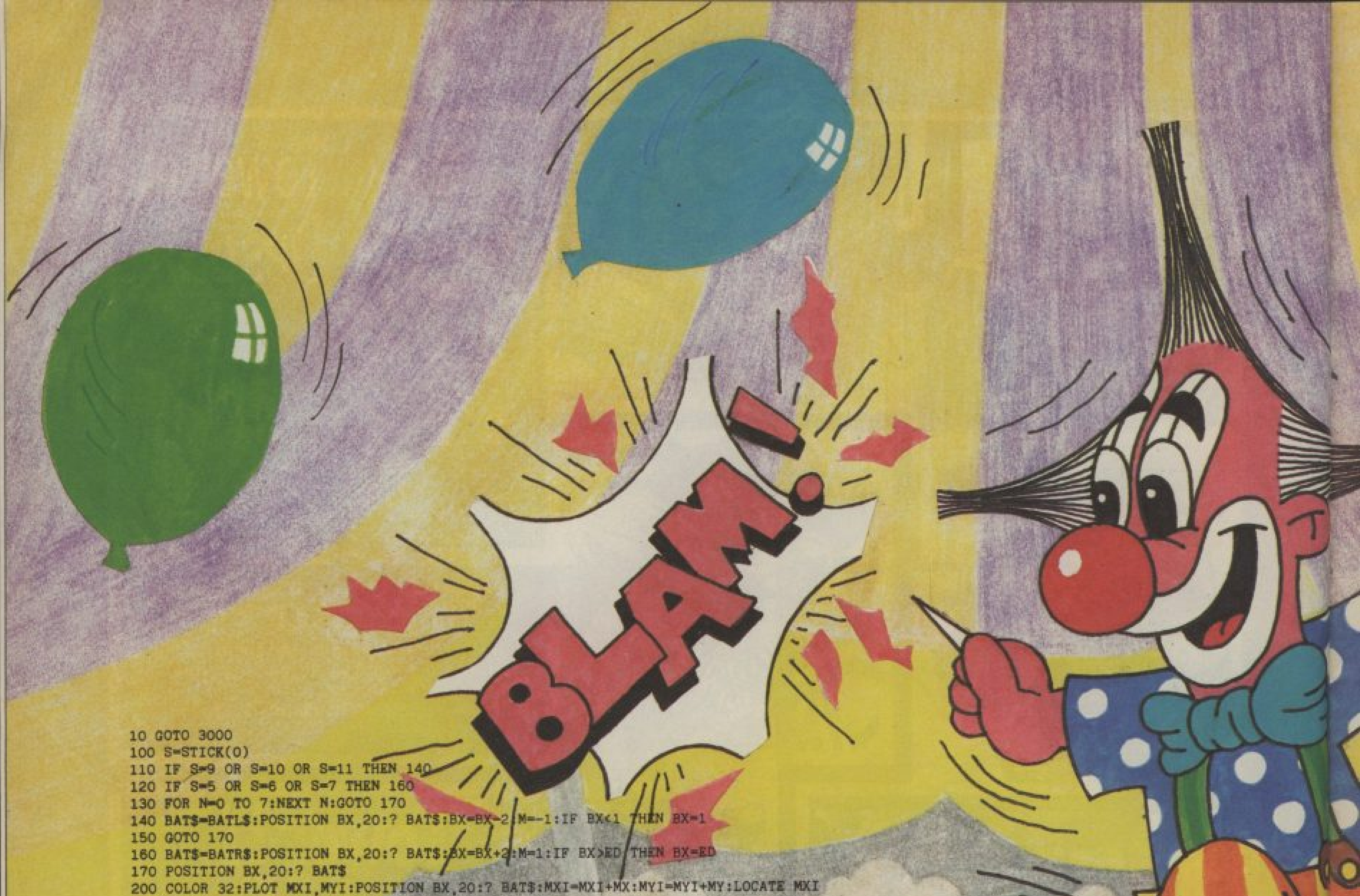
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If you want your map returned, please include a suitable self addressed envelope.


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```
10 GOTO 3000
100 S=STICK(0)
110 IF S=9 OR S=10 OR S=11 THEN 140
120 IF S=5 OR S=6 OR S=7 THEN 160
130 FOR N=0 TO 7:NEXT N:GOTO 170
140 BAT$=BATL$:POSITION BX,20:? BAT$:BX=BX-2:M=-1:IF BX<1 THEN BX=1
150 GOTO 170
160 BAT$=BATR$:POSITION BX,20:? BAT$:BX=BX+2:M=1:IF BX>ED THEN BX=ED
170 POSITION BX,20:? BAT$
200 COLOR 32:PLOT MXI,MYI:POSITION BX,20:? BAT$:MXI=MXI+MX:MYI=MYI+MY:LOCATE MXI
,MYI,Z:COLOR 193:PLOT MXI,MYI
210 IF Z=66 THEN MY=-1:MX=M:FOR N=16 TO 0 STEP -4:SOUND 0,150,10,N:NEXT N:GOTO 1
00
220 IF Z=59 OR Z=60 OR Z=189 OR Z=62 THEN 400
230 IF MXI<2 OR MXI>36 THEN MX=-MX
240 IF MYI<4 THEN MY=1
250 IF MYI=21 THEN 700
260 GOTO 100
400 MY=-MY:IF RND(0)>0.7 THEN MX=0
410 BAL=BAL-1:SC=SC+LV
420 FOR N=16 TO 0 STEP -4:SOUND 0,50,8,N:NEXT N
430 POSITION 6,1:? SC
440 IF BAL=8 THEN 600
500 IF SC=1500 OR SC=2500 OR SC=3500 THEN CL=CL+1:POSITION 35,1:? CL
505 IF SC=1500 OR SC=2500 OR SC=3500 THEN FOR N=0 TO 15:SOUND 0,N,10,N:NEXT N:SO
UND 0,0,0,0
510 GOTO 100
600 COLOR 32:PLOT MXI,MYI:PLOT 1,20:DRAWTO 37,20:SCR=SCR+1
610 IF SCR=1 THEN BATR$="  BBBBB":BATL$="BBBBB  ":LV=20:ED=31
630 IF SCR>=3 THEN BATR$="  BBBB":BATL$="BBBB  ":LV=40:ED=32
650 BAL=72:MXI=20:MYI=20:MX=-MX:MY=-1:BX=16:BAT$=BATR$:GOSUB 1000:POKE 77,0:GOTO
 100
700 CL=CL-1:COLOR 32:PLOT 1,20:DRAWTO 37,20:PLOT MXI,MYI:IF CL=0 THEN 800
720 RESTORE 750:FOR TU=1 TO 8:READ N:FOR D=16 TO 0 STEP -0.5:SOUND 0,N,10,D:NEXT
 D:NEXT TU
730 MXI=20:MYI=20:MY=-1:MX=-MX:BX=16:POSITION 35,1:? CL:POKE 77,0:GOTO 100
750 DATA 171,191,203,227,171,191,203,255
800 POSITION 14,13:? "game over"
810 RESTORE 860:FOR TU=1 TO 8:READ N:FOR D=16 TO 0 STEP -0.5:SOUND 0,N,10,D:NEXT
 D:NEXT TU
820 IF SC>HI THEN HI=SC
825 FOR N=0 TO 300:NEXT N
830 GOTO 2000
860 DATA 255,255,227,227,211,171,191,255
1000 GRAPHICS 0:SETCOLOR 0,15,10:SETCOLOR 1,0,15:SETCOLOR 2,7,10:SETCOLOR 3,3,4
1010 POKE 756,56
1020 DL=PEEK(560)+256*PEEK(561)
1030 POKE DL+3,70:POKE DL+6,6
1040 FOR I=7 TO 27:POKE DL+I,4:NEXT I:POKE DL+28,6:POKE DL+29,65
1050 POKE DL+30,PEEK(560):POKE DL+31,PEEK(561)
1055 POKE 87,0:POKE 82,0:POKE 752,1
1060 POSITION 5,0:? "DFGJKMNPQT"
1070 POSITION 0,1:? "SCORE:        HISCORE:         LIVES:"
1080 POSITION 6,1:? SC:POSITION 21,1:? HI:POSITION 35,1:? CL
1090 COLOR 191:PLOT 0,2:DRAWTO 38,2:COLOR 192:PLOT 0,3:DRAWTO 0,21:PLOT 38,3:DRA
WTO 38,21
1100 FOR N=2 TO 36 STEP 2:COLOR 59:PLOT N,4:COLOR 60:PLOT N,8:COLOR 189:PLOT N,6
:COLOR 62:PLOT N,10:NEXT N
1120 COLOR 193:PLOT MXI,MYI
1130 POSITION BX,20:? BAT$
1160 RETURN
```

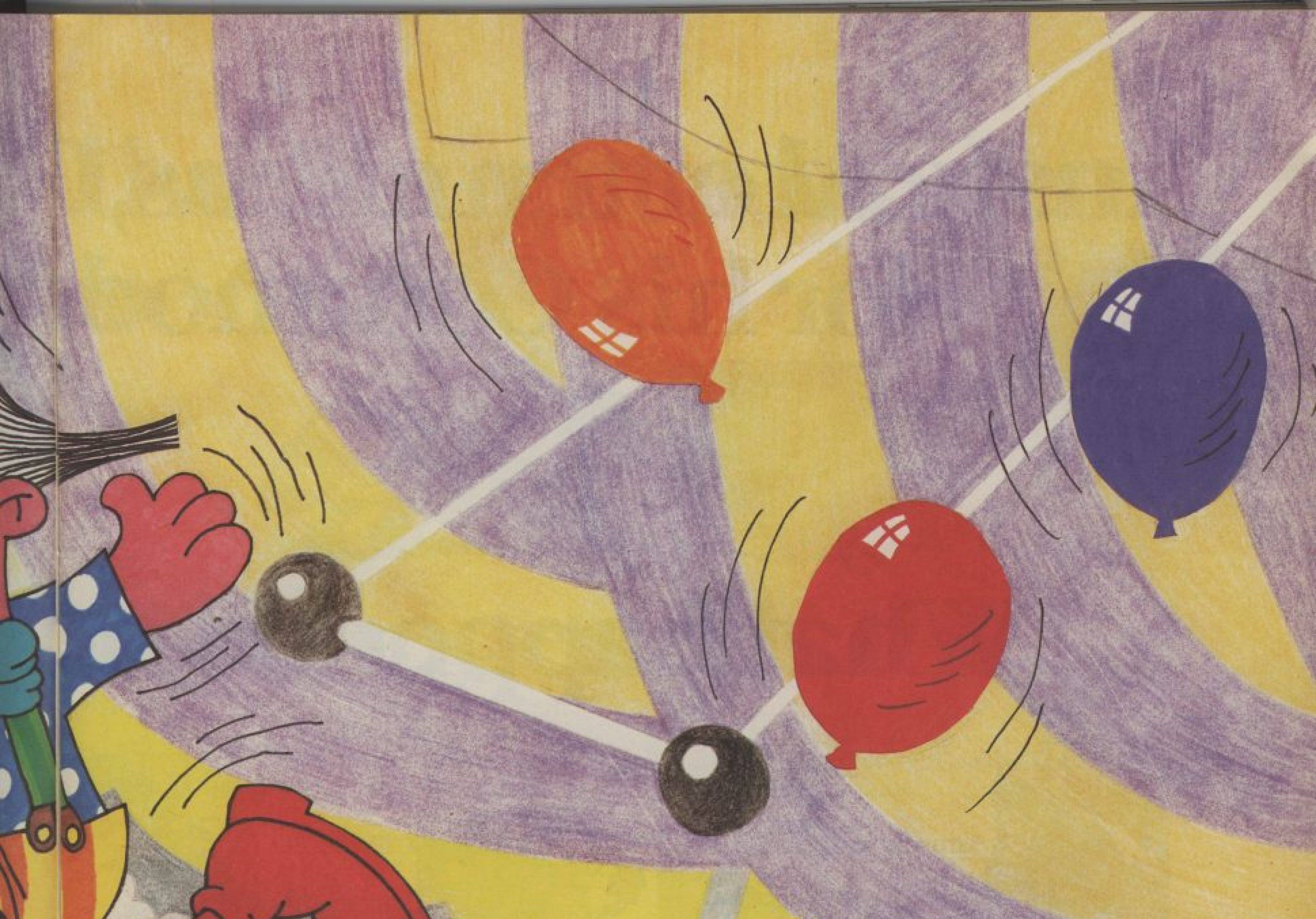
Super

RUNS ON ANY ATARI

Dodo the clown has been wishing for years he could escape from the circus. The evil owner keeps him locked away, only releasing him to perform his act in front of hundreds of children every night.

Tonight was the owner's birthday party and, after the party had finished, Dodo was left all alone in the big top for the first time ever — his chance to escape!

Unfortunately, during the party sackfuls of balloons had been let



r Clown

BY MICHAEL KEMPSTER

off and they have blocked his only escape route, through the top of the circus tent.

You must help Dodo bounce on the trampoline and burst all the balloons blocking his way. It's not easy, though. Sometimes the balloons make Dodo ricochet off at an odd angle and you will have to move the trampoline quickly if you are to make sure Dodo doesn't hit the ground.

Full instructions are included in the listing.

```
2000 SC=0:CL=3:BX=16:MXI=20:MYI=20:MX=1:MY=-1:BAL=72:SCR=0:ED=30:LV=10
2010 BATR$="  BBBBBB":BATL$="BBBBBB  ":BAT$=BATR$
2015 GOSUB 1000
2020 POSITION 14,13:? "press start"
2030 IF STRIG(0)<>0 AND PEEK(53279)<>6 THEN 2030
2040 POSITION 14,13:? "                "
2050 GOTO 100
3000 GRAPHICS 1+16
3005 SETCOLOR 0,15,10:SETCOLOR 1,0,15:SETCOLOR 2,7,10:SETCOLOR 3,3,4
3010 POSITION 2,3:? #6;"PARAMOUNT-AIN":POSITION 8,5:? #6;"SOFTWARE":POSITION 5,7
:? #6;"presents"
3020 POSITION 5,14:? #6;"super clown":POSITION 9,16:? #6;"BY":POSITION 2,20:? #6
;"michael kempster"
30000 DIM M$(32),P(1),BAT$(8),BATR$(8),BATL$(8)
30010 RESTORE 30100
30020 FOR I=1 TO 32:READ A:M$(I)=CHR$(A):NEXT I
30030 P=PEEK(106)-4:P=P-4:P(1)=P
30040 P=P(1)*256:A=USR(ADR(M$),57344,P)
30050 FOR I=128 TO 439:READ A:POKE P(1)*256+I,
A:NEXT I
30055 POKE 756,P(1)
30060 GOTO 2000
30100 DATA 104,104,133,204,104,133,203,104,133,
206,104,133,205,162,4,160,0.177,2
03,145,205,136,208,249,230,204
30110 DATA 230,206,202,208,240,96
30120 DATA 252,204,204,204,204,252,252,0
30130 DATA 48,240,48,48,48,48,252,0
30140 DATA 48,204,12,12,12,48,252,0
30150 DATA 48,204,12,48,12,204,48,0
30160 DATA 192,192,192,204,252,12,12,0
30170 DATA 252,192,192,252,60,60,252,0
30180 DATA 252,204,192,252,204,204,252,0
30190 DATA 252,204,12,12,12,12,12,0
30200 DATA 252,204,252,252,204,204,252,0
30210 DATA 252,204,204,252,12,12,60,0
30220 DATA 168,184,184,168,184,184,168,0
30230 DATA 60,255,251,255,255,60,4,1
30240 DATA 20,85,93,85,85,20,8,2
30250 DATA 60,255,251,255,255,60,4,1
30260 DATA 40,170,166,170,170,40,12,3
30270 DATA 175,175,175,175,250,250,250,250
30280 DATA 130,130,130,190,190,130,130,130
30290 DATA 32,32,116,32,32,204,204,0
30300 DATA 0,0,255,85,85,255,0,0
30310 DATA 254,238,234,234,234,238,254,0
30320 DATA 0,62,96,60,6,30,60,0
30330 DATA 254,250,250,254,250,250,254,0
30340 DATA 0,102,102,102,102,126,60,0
30350 DATA 0,124,102,102,124,96,96,0
30360 DATA 238,238,238,254,254,238,238,0
30370 DATA 254,186,186,186,186,254,254,0
30380 DATA 0,62,48,48,126,96,126,0
30390 DATA 0,62,50,62,108,102,102,0
30400 DATA 234,234,234,234,234,250,254,0
30410 DATA 0,60,102,96,102,124,60,0
30420 DATA 0,96,96,96,96,120,126,0
30430 DATA 254,238,238,238,254,254,254,0
30440 DATA 0,60,102,102,102,102,60,0
30450 DATA 0,66,66,90,90,102,66,0
30460 DATA 254,238,238,254,250,238,238,0
30470 DATA 254,234,234,254,174,174,254,0
30480 DATA 0,102,118,126,110,102,102,0
30490 DATA 0,0,0,0,0,0,0,0
30500 DATA 238,238,238,238,254,186,186,0
```

Instead of ten aliens, C
for his Commod

What happened ne



Saturday morning.

Waltzed into my local computer shop.

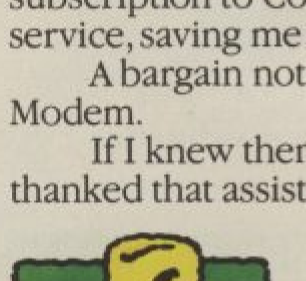
Packed as usual with masses of kids enjoying the arcade games.

Surely I could put my Commodore 64 to better use. Helpful assistant suggests a Commodore Communications Modem.

Tells me it comes with a year's free subscription to Compunet, a new network service, saving me a cool thirty quid.

A bargain not to be missed, so I bought a Modem.

If I knew then, what I know now, I'd have thanked that assistant more.



Saturday (one week later).

Fantastic.

My Compunet membership came through this morning.

Hurriedly plugged the Modem into my 64's cartridge port, and hooked up to the telephone line.

Can't wait.

At last I can communicate with other Commodore 64 Modem owners and giant mainframes.

What's more, I can also access databases throughout Europe and the U.S.A.*

This is what home computing's all about.



Sunday morning.

Raining.

Tapped in my Compunet I.D. and personal password.

Wow, what a directory!

Decide to pit my wits against other Modem users by entering Multi User Dungeon, an interactive on-line game.

Should stretch the old grey matter a bit.

Then a quick look in 'The Jungle.' This is an open area where other Modem owners display messages.

See a Commodore user in Fife wants to sell 'U-boat' for £3.00.

Leave message offering him 'Mighty Gork' on a straight swap.



Monday evening.

Move on to the Compunet Software Park.

What a choice. Loads of high quality bargain programs.

Particularly interested in educational software, so I call up 'The Study.'

Download free physics package to help with my exams.

Clive bought a Modem
dore 64.



ext changed his life.



Tuesday evening.

Dad's turn.
I don't get a look in as he's busy teleshopping.

Actually it's amazing what bargains turn up. He even finds a new house.

Mum said she doesn't want to move and anyway his dinner's getting cold.



Wednesday evening.

Discover I can join BLAISE,* the computer service for the British Library.

Their catalogue of books dates way back to 1950.

Should give me an interesting edge over my school chums.



Thursday evening.

Sis has a go.
She keys into Prestel.*
Imagine, over 300,000 pages of information and news.

What does she choose? The lonely hearts section.

She's disappointed. Couldn't find Simon le Bon's private number.



Friday evening.

Yippee! Receive a reply from the guy in Fife.

He fancies taking on Gork.

What's more he's written a program he'd like my opinion on.

He transfers it direct, using the free user to user software.

I've made my first computer pal.

It has really been a week.

Best one I've had since getting my Commodore 64.

Sure am glad I got the Modem instead of all those aliens.

The Commodore 64 Communications Modem comes as a complete package with a year's free subscription to Compunet, for just £99.99 inc. VAT.

Find out how a Modem can change your life. See it now at Dixons, Curry's, Comet and selected Commodore dealers.

commodore

For further information phone or write to:
Commodore Communications Modem,
1 Hunters Road, Weldon, Corby,
Northamptonshire NN17 1QX, Tel: 0536 205252.

*Require additional subscriber charges. Prestel is a registered trademark of British Telecom.

A message from
ENGLISH SOFTWARE™
to all owners of
ATARI, COMMODORE 64, BBC B, ACORN ELECTRON and AMSTRAD Computers...



Software companies grow on trees ... at least that's the way it seems from the number of new companies springing up every week!

ENGLISH SOFTWARE was launched three years ago with a smashing little game for Atari Computers called **AIRSTRIKE 1,** which quickly became one of the most popular U.K. programmed games for the Atari.

Then, as now, Atari Computers were amongst the most advanced on the planet, but they were a **TRIFLE expensive!** But we knew that prices would come down, and that more people would soon appreciate the great range of Atari software produced by **ENGLISH SOFTWARE.**

But Atari owners **used** to be a funny lot, being heard to utter such gems as:

"It can't be any cop, if it costs less than £20"

Honestly, that's what they used to say! Anyway, in the face of this rather strange attitude, we went ahead and committed the ultimate sin:

ATARI GAMES AT £9.95!

We expected some slight resistance to these prices from Atari owners who only equated high quality with high prices, but we were wrong: Everybody thought the prices were great, **and** the games too!

We even produced the fantastic **ATARI CASSETTE ENHANCER** at £7.95, a superb utility program for **BASIC** programmers.

So now, for those of you who might have missed out on **all** our excellent Atari titles, we are releasing something very, very special:

ATARI SMASH HITS Volumes 1, 2 and 3 from **ENGLISH SOFTWARE.**

Five great games on one cassette for only £14.95, or on disk at £17.95!



Each cassette features our top-rated **JET-BOOT JACK** plus four other popular titles. So now you have no excuse to miss out on the best range of U.K. produced Atari 400/800/600XL/800XL software for 32K machines. If your dealer does not yet have them in stock, ask him to order them from his nearest Atari wholesaler. It will be the best Atari buy **YOU** will make all year!

We have also just released **COLOSSUS CHESS 3.0,** the best chess program available anywhere for Atari 400/800/600XL/800XL computers with 48K. Very powerful, with lots of excellent features.

For our good friends with other home computers, our programmers are busy producing original games for you as well. They are all illustrated on this page. **HENRY'S HOUSE** on the Commodore 64, and **JET-BOOT JACK** on the Electron are now available at selected branches of **W.H. SMITH.**

Selected English Software titles are available at: HARRODS and selected branches of: **LASKY'S, BOOTS, GRANADA COMPUTER STORES, CO-OP STORES, THE SILICA SHOP** Mail Order and Retail and all good software stores.

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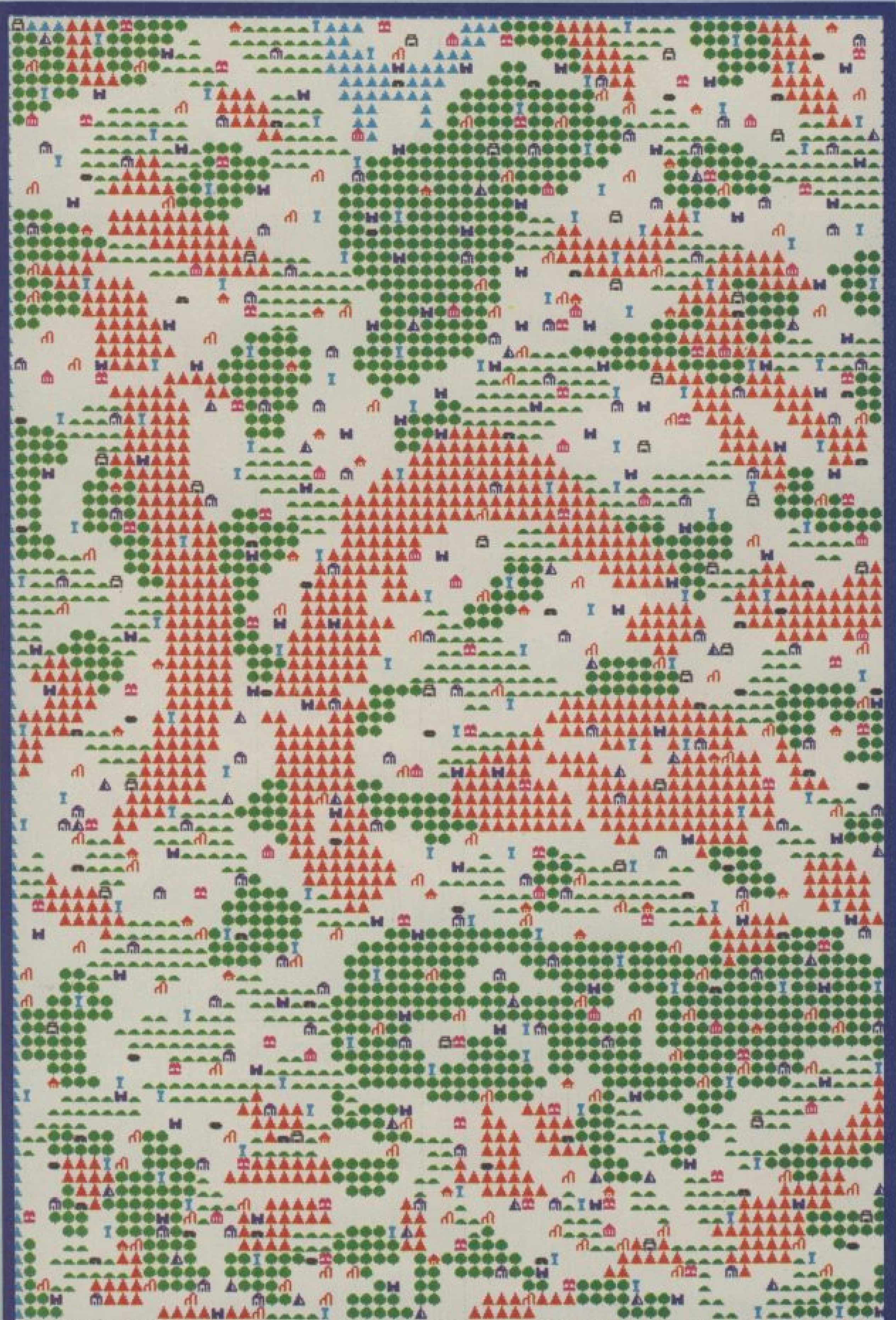


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MAP OF THE ICEMARK

IN THE ERA OF

DOOMDARK'S REVENGE



BEYOND'S epic challenge *Doomdark's Revenge* is causing bad cases of "plotter's finger" among Sinclair Spectrum owners.

Players are keen to unravel the 48,000 different situations which can appear before Lord Luxor on his quest to rescue Morkin from the clutches of the evil ice empress. Shareth the Heartstealer.

But what with mysteriously linked underground passages, marauding dragons and wolves, plus 124 independently moving and constantly feuding Dwarf, Giant, Fey, Barbarian and Ice Lords plus assorted armies, it can all get too much.

So *Computer & Video Games* has discovered and printed up a quick guide to the above ground locations which make up the land of Icemark. Luxor and Rorthron the Wise start at the Gate of Varenorn in the southwest corner of the map.

What it doesn't give you is the locations of the 128 hidden and magical treasures, the traps, the wandering characters or details of their quests, which vary each time. No clues either to the kind of weather you might expect or where Morkin is imprisoned so there's still plenty to discover for yourself.

Good luck, Warriors of the Free — Professor Video rides with you!

KEY TO SYMBOLS

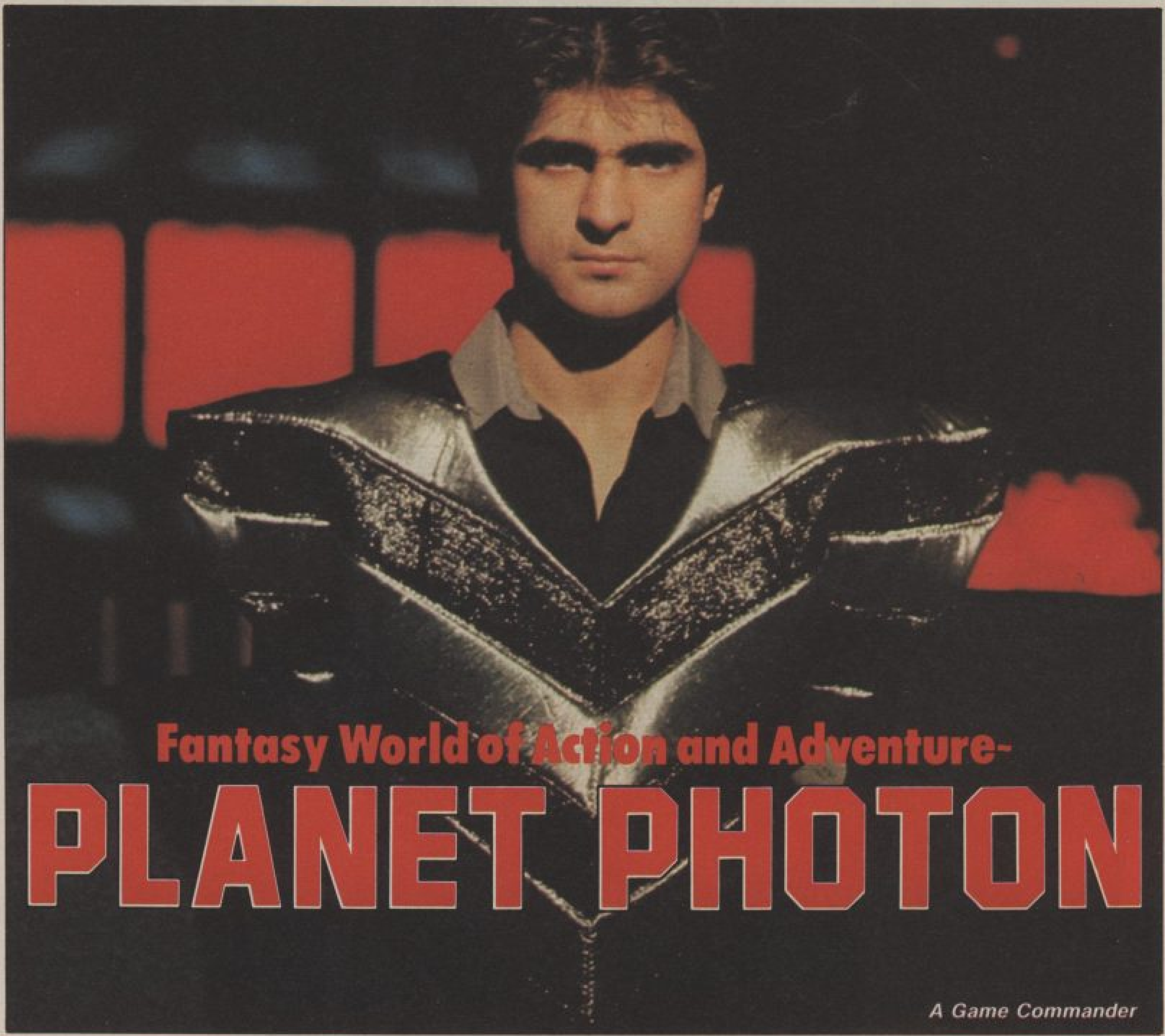
- Plains
- ▲ Mountains
- ● Forest
- Hills
- Gate
- Temple
- Pit
- Palace
- Fortress
- Hall
- Hut
- Tower
- City
- Fountain
- Stones
- ▲ Frozen Wastes


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Fantasy World of Action and Adventure-

PLANET PHOTON

A Game Commander

Tim always relies on luck. He'll run right out in the open, or go around a corner without checking it for danger — and doesn't expect anything bad to happen. He's just a fool. Now he lies dead.

His companions had seen him flatten against the Tower, had seen the two Reds pop out and fire at him. Within moments, the pride of the Green team has been killed. But four seconds later Tim comes back to life, to give his luck another chance. Now it's his turn to get those Reds!

I'm standing on the observation deck, watching a *Photon War* being acted out below me. Players participate in a fantasy world of action and adventure. Garbed as space soldiers, they battle one another amidst a weird surrounding of coloured lights, blaring music and swirling smoke.

Entrepreneur George Carter, of Dallas, Texas, was inspired by the laser battles of *Star Wars*. He decided to create a futuristic *Hide 'n Seek* that would put players inside the game.

The result is the **Planet Photon Centre** which opened in Dallas on April 2, 1984. It became an overnight sensation, attracting nearly three thousand customers a week, each person engaging in two or three six-minute games at $3.00 a play. But talking about costs isn't what I'm here for. The best thing about *Photon* is doing it, so let's get ready!

Every player must first be issued with an official *Photon* ID. A female Game Commander—more on this later — positions me in front of a passport camera. My photo is taken and sealed into a small card which I then sign. A bar-code strip along the bottom edge will become my permanent Photon-Code, containing information about me such as number of games I've played and my scores.

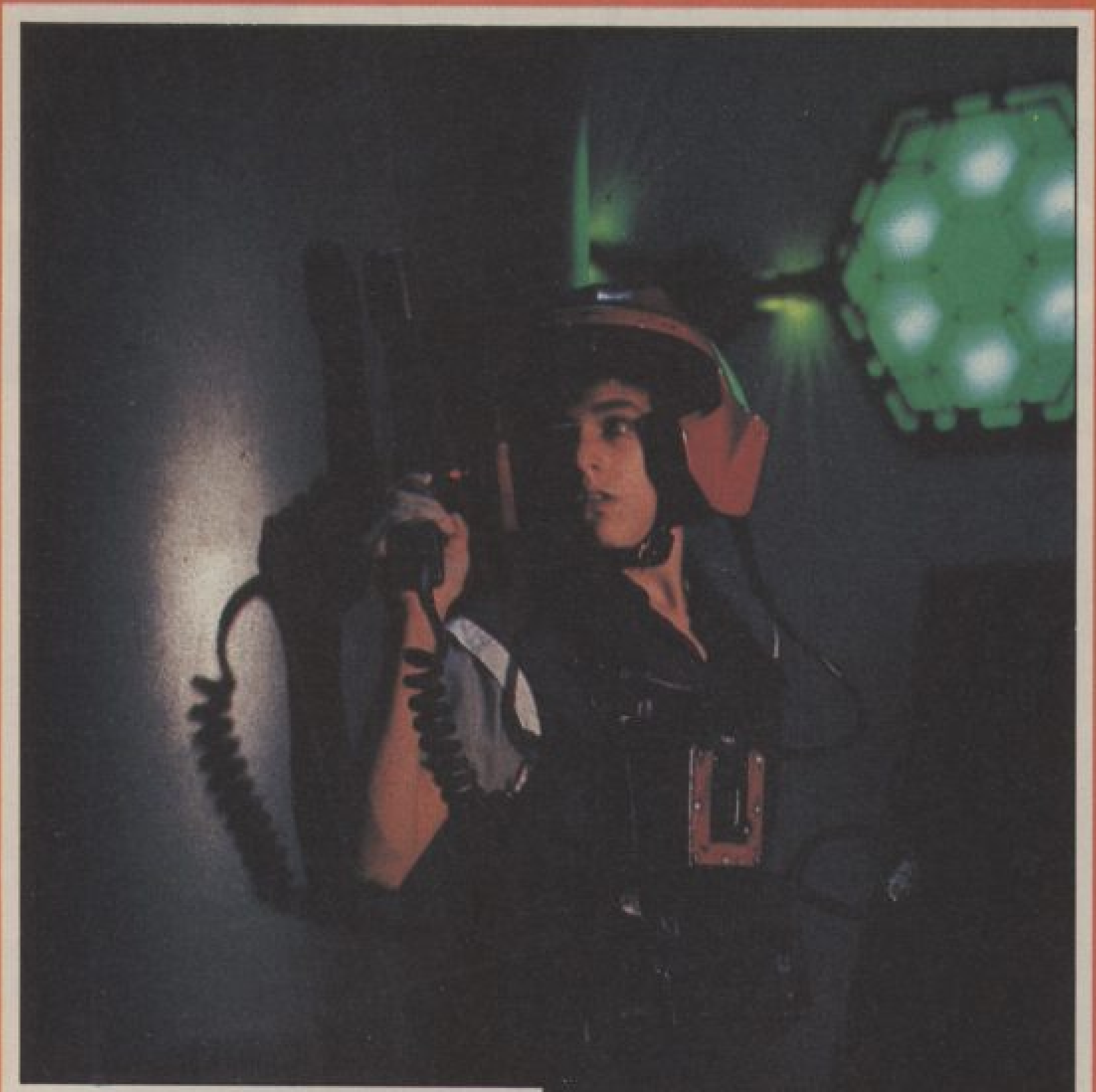
Then it is on to the staging room. An attendant takes my card and uses a wand-reader to enter data about me before the game begins. This identifies me to the computer which lists my name onto the scoreboards scattered throughout the observation deck and *Photon* complex.

Now it's time to put on the equipment. I strap the battery pack around my waist and fasten the breast-plate. Everyone's ID cards go into a special slot on the plate which, besides keeping it from getting lost, helps to identify each player visually.

I decide to be part of the Green team, so I snag myself a green helmet. Green LEDs (light emitting diodes) light up around the helmet to confirm this.

I attach my phaser gun to the battery pack. An LED on the back of the gun flashes brightly when it detects the sensors placed around a helmet or on the chest plate of another player. I check this by aiming my weapon at a person suiting-up nearby and watch the gun's LED blink on and off.

The phaser has a range of about 150 feet and operates on line of sight. The other players getting ready seem to take this all very seriously. A guy to my left hefts different guns from hand to hand, grunting to himself as he tries



Boy player, Steve



Inside Planet Photon

to find the one with the best "balance". I start to wonder what I'm letting myself in for.

I wrap a paper cap around my head to keep the hair out of my eyes and put on the helmet. Headphones in the helmet bleep out the three distinct sounds the phaser makes when it fires.

A throbbing bass note proclaims a hit, while a high-pitched tone means you've missed. A warbling sound indicates you've shot someone of your own team.

A hit from the gun's infra-red beam causes yellow lights to flash on the enemy's helmet and de-activates his gun for four seconds. Fortunately you can't shoot yourself — no "Photon suicide" is possible!

Someone in a red helmet grins at me and points his phaser in my direction. I'm getting a bit nervous.

One Game Commander leads us out to our Home Base, while another does the same for the Red team. On one side is the Home Base and Tower of the Red team. The Greens have their base on the other side.

Tunnels, half-walls and ramps criss-cross each other to form the two levels of the playing field. The Game Commander goes over the rules for first time players. We are also reminded of the non-contact, five foot distance restriction. The Game Commanders will stay on the playfield to ensure that the rules are obeyed.

As I'm a first time player, I decide to link up with a veteran. Steven, a 17-year-old high school senior, agrees to show me the ropes. My team mates and I wait for the starting signal.

Hidden up above, away from prying eyes, all of the equipment is linked by FM radio signals to the two IBM-PC master computers which run the specially-designed software for the game.

These computers are the overlords, activating the different sound tracks, and giving a surround-sound effect through rapid changes of pitch and speaker location.

Monitor screens flash running scores as the game progresses. Tallies are totalled afterwards, and projected throughout the *Photon* complex. 10 points are scored for hitting a target, minus 10 for being hit and minus 30 for shooting a player in your own team.

Shooting the Home Base of the enemy scores a big 200 points, but you have to fire three times at it without any interruptions — usually someone is there waiting in ambush.

The computers monitor the players and won't allow anyone to score more than once for shooting a Home Base.

A digitised female voice fills the air — "Photon-Warriors, prepare for strategic manoeuvres on voice command, 3-2-1-GO!"

The lights dim and begin to throb as weird tunes blare out in deafening multi-track stereo.

Members of both teams take off and disappear as blinking strobe lights throw macabre shadows about. As I try to avoid two Reds, Steve zaps them both and beckons me on. I thank him with a nod and break away on my own. I head up a nearby ramp, hoping to ambush the enemy.

Three Reds emerge from behind the Green Tower. I aim my phaser and wait for the LED to indicate I'm "on target". I pick off the unsuspecting Reds with carefully aimed shots.

"Keep moving," I tell myself, stumbling through a tunnel.

Suddenly both Red and Green Towers begin to pulsate, blanketing the area with ray-blasts. I duck for cover too late. I'm sure I've been hit. Finally the barrage stops and I start moving again.

The gun grows heavy in my hands as I fire again and again. All of a sudden the music dies down as the voice returns to proclaim that the manoeuvre is over.

Everyone walks out the exit door and back into the staging room. An attendant helps me remove my gear.

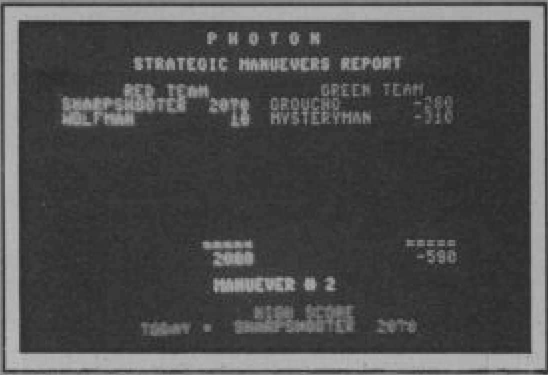
"Let's see how well I've done first time out of the box," I think to myself as I go over to one of the scoreboards. A lot of *Photon* novices receive negative scores from being hit repeatedly by the more experienced, but I've managed a positive score — mostly from my success at ambushing Reds.

But Steve has shot his way to high score of the day.

Steve plays *Photon* a lot. He heard about them on the radio and showed up on their doorsteps two days after



Girl player, Wendy



Strategic Manoeuvres Report screen

they opened. He's been there ever since.

"I was one of the first people to play *Photon,*" he says proudly, "and I helped them test it and work out the bugs in the system."

Steve comes to play about three or four times a week. "I love it," he says. "It's great fun because you can run around and work off your aggressions without hurting anyone."

Steve compares it to tennis because, unlike video games, *Photon* keeps you active. "You have to be agile and use strategy to play effectively," he says. "You really get a workout. The weight alone (20 lbs) of the outfit makes you really work up a sweat."

Steve's team won the first league tournament. "I wanted to form a team and was getting my friends to sign up. We were trying to figure out who would head it. Well — I got elected!"

"There were 12 teams," he told me. "Each team played three games every Wednesday for 11 weeks. Teams were scored on total points, as well as individual scores. Our team was the Centurions and we had the highest scores."

Steve humbly neglects to mention that he also won the award for highest personal score.

"Another benefit," he says, "is that you get to meet a lot of other guys from different schools and backgrounds who like to play games. And it's also a nice way to meet girls who share similar interests."

One of the girls who come to *Photon* is 11-year-old Wendy. A friend introduced the game to her and she's found it a lot of fun.

"It's like an Adventure," she says. "Different things are always happening to you when you play. It's not like a video game because you can't know what to do from the last time you played. I like to go with my friends," Wendy continues. "It's like an outing — I'm not interested in being by myself."

Wendy shares some of her playing secrets. "I don't always attack," she says. "Sometimes I'll go hide against a wall and wait to see who's coming around. Then I zap' em! I also like playing with my Dad, but it's best when he's on the other team. He isn't too bad, but I'm better. He doesn't move as fast as I do."

Wendy says that girls can play *Photon* as well as, if not better than, boys. "I came here with a girlfriend one time and we beat the pants off two guys from our class who played against us."

Don't think only young people play *Photon.* "All ages participate," says Dan Allen, *Photon's* vice-president. "Some of the best players are in their late 20s and 30s."

Allen adds that franchises have been sold throughout the United States and around the world, including Canada, London, Taiwan and Hong Kong. Those in the US will be opening soon while the overseas franchises will be operational in late 1985.

"This place is like our testing chamber," Allen laughs, gesturing around him. "In fact, everyone will probably remember the Dallas *Photon* not as the first one, but as the smallest! Many of the franchises will be much larger than the one here and some are even going to operate like dual movie theatres. Imagine being able to play in two completely different gaming fields under the same roof.

"Here we only serve soft drinks. Other franchises plan to sell the entire gamut of fast foods from hot dogs to popcorn," he adds.

Allen says that all of the franchises will have the full line of *Photon* paraphernalia, which includes everything from posters to fountain pens, all with the corresponding *Photon* logo, of course.

Allen is somewhat reticent to comment on how the game equipment operates. "We don't want to be copied," he says, "so we have to be a bit secretive about how the hardware works. But we're developing new equipment that's lighter and more streamlined. We've been going through a lot of prototypes, sometimes we've even adapted parts to each other to test out a new idea. All the new equipment will be of lightweight ABS plastic. This will cut the weight down to where you'll hardly notice it at all."

"There're other great things we can do too," he adds. "Right now the observation deck is useful for those who want to watch. But we're going to mount "Sniper Rifles" alongside the deck. People will drop tokens into them and can then swivel the sights around and aim at the players below. They'll score points which they can see on a separate scoring screen — this won't affect the score of anyone on the gaming field. But it'll sure let a lot of parents get back at their kids!"

"*Photon* is really exciting," says Allen. "It takes the great aspects of *Capture the Flag* and *Hide 'n Seek* and puts it in the space age. We're always updating information on the computers, looking for new ways to make the game more fun and challenging. I like the fact that there can't be any cheating or arguing 'who got shot first', since computers are perfect and impartial referees.

"Plus there's always new things we can try out," he adds. "One of the things that the computers don't allow is for someone to keep shooting the same person for points, not letting him escape. The shooter's phaser has to fire and hit another target before he can go back after someone he's already shot. This keeps players from taking advantage of someone smaller or slower. We're also thinking about adding special 'force fields' — areas where the guns won't work, or the player is immune from the ray-blasts of the Towers. Maybe a player will get a personal 'force field' for a couple of seconds as a reward for getting a certain number of points, or for being in a specific place at a special time. The great thing is you can do just about anything you want, because computers don't hold you back."

"No two games are alike," Allen says. "You can develop strategies and techniques, but there aren't any patterns to memorize like in a video game. You're up against the toughest, most unpredictable opponent of all — another person." ■

WILL THE NET WORK?

Last year was the year of the modem as far as micro owners are concerned.

A modem allows you to connect your micro to the phone. Then, your computer can speak to other computers in different buildings, cities or even countries.

You can swap information and programs with your friends, or hook up to a large information system.

The two most well known systems are Micronet and Compunet and, since their launch, hardware manufacturers have been busy producing better and more versatile modems for them.

Micronet runs on British Telecom's Prestel service. When you join, you actually subscribe not to Micronet but to an area of Prestel known as Prestel Microcomputing.

For your money, you get access to all the information on Prestel, of which Micronet is a part. There's also Viewfax 258 and Clubspot 810.

Compunet doesn't use Prestel. Instead, it runs on the ADP computer systems network.

So which system is the best? Robert Schifreen has put them both to the test.

The 1200 modem from Protek is particularly good for Prestel.



TELESOFTWARE

Hooking up your micro to a large mainframe computer means that you can load programs down the phone line into your micro.

Programs stored on Micronet or Compunet can be loaded into your micro, just as if the program was loaded from a cassette or disc. Then, you can save it just like any other program.

WHAT ELSE IS THERE?

When Micronet was first launched, people thought that the service would be used mainly for telesoftware, and that it would revolutionise the way that micro owners buy their programs. This hasn't happened and sales of telesoftware on Micronet are way below expectations.

However, there's far more than software available. Micronet has news features on many micros, a technical help area and lots of general information, some of which changes every day.

One of the most looked-at areas on Micronet is Micro Mouse. Known to his friends as Skweeky, you'll find some interesting computer gossip starting on his pages. But be warned, our furry friend is a Spectrum fan and Beeb owners may be frowned upon!

Actually, don't tell anyone I told you, but he's just bought himself a you-know-what for Christmas.

Compunet's features are very different from Micronet's. Only Micronet can publish information. The average user can't put up anything on Prestel unless he buys space which is very expensive.

Compunet, on the other hand, is more like a bulletin board. There are areas where you can publish information, stories or even programs that you have written. Then, users can

download the information. This means that you never know exactly what you'll find on the system. When you upload something, you can give it a price. Then, anyone who looks at your page or downloads your program will be charged that price.

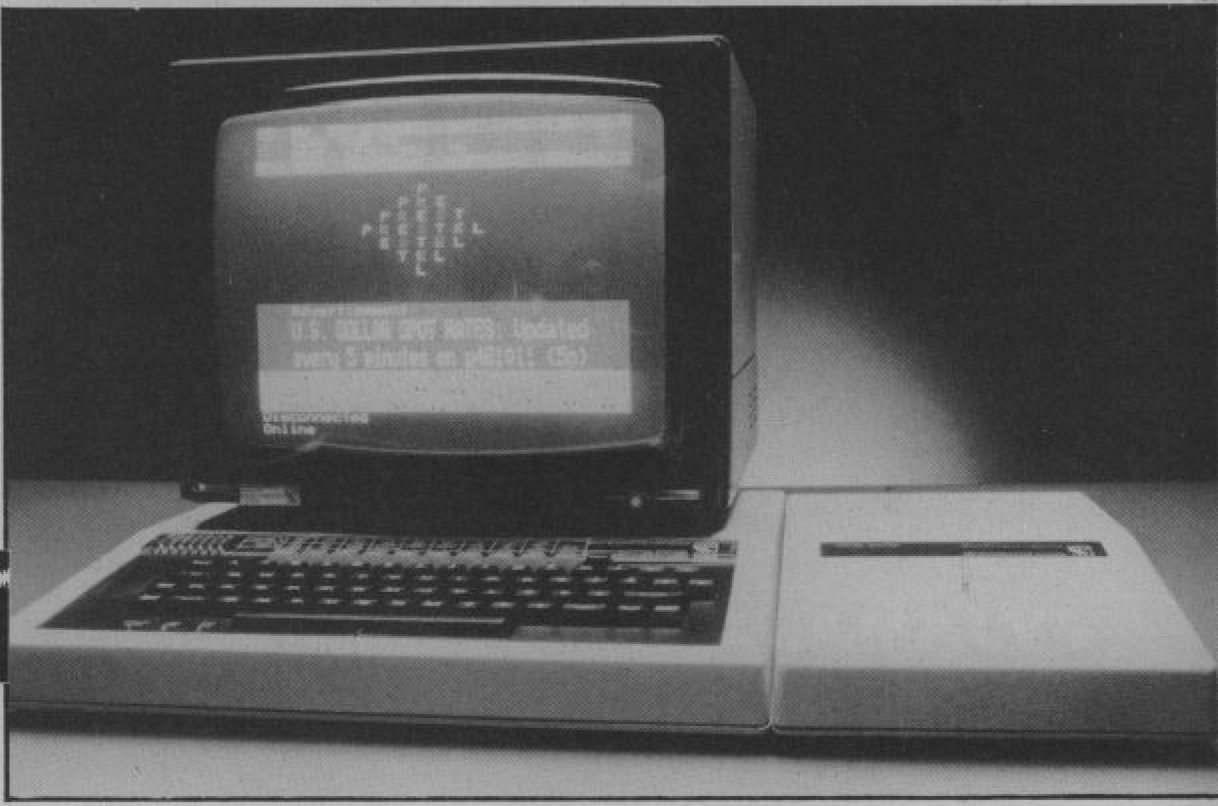
It is possible for someone to put a price of £5 on a blank screen which has been happening recently. The advice from Compunet is not to download any charged page unless you know what it is, or someone has recommended it to you.

Among the more useful areas of Compunet, you'll find CompuCat, the official Micro Mouse rival. There's also The Jungle where users upload their own software, and the Software Park, for professional programs.

There's hints and tips pages, though the amount of information actually supplied by Compunet is small. They leave it up to the users to build the system.

For my money, the most interesting feature of Compunet is that you can play MUD — that multi user adventure game which we featured in *C&VG* a few months ago.

It's not cheap, though, at £5 to join and £3 an hour to play. but well worth it.



The BBC micro "talking" to Prestel.

ELECTRONIC MAIL

If you are connected to Micronet or Compunet, you can send messages to another user of the same service. A charge is made for this on Compunet but it's free on Prestel.

You type the text on your keyboard and tell the system who you want it sent to. Then, when that person connects to Micronet or Compunet next time, they'll be told that there is a message waiting for them.

Prestel will be introducing a service next year where you carry a bleeper in your pocket. If a message arrives for you on Prestel, the bleeper makes a noise.

Sending messages of one kind or another is one of the most popular uses of Micronet. Their Chatline service consists of a BBC micro hooked up to Prestel. The idea is that you send Micronet a message and the BBC automatically formats it and publishes it within a couple of minutes.

HOW MUCH DOES IT ALL COST?

Before you even think about buying a modem, ask yourself whether you'll be able to afford the phone charges. Whenever you are logged in to Micronet or Compunet, your computer will be "on the phone" and your phone bill will be ticking away. You won't be able to receive any calls, either.

Check that the system you want to join has a local call number from the area where you live. Otherwise, you'll have to dial up full STD rates.

Using Prestel adds around £80 to my quarterly bill, though be warned that someone who became hooked on MUD ran up £3000 in phone charges in three months.

Make sure that you time your calls, and allocate yourself, say, half an hour per session. Dialling at local rates after 6pm costs just under 40p per hour.

Linking to Micronet starts at around £80 which buys you a modem for a BBC micro. The necessary software is included, although you can invest in a more powerful program so that you can access other worldwide databases.

The Spectrum modem costs £99.95, though you may find it discounted in some shops.

For a Commodore 64, you'll need a special cartridge for £49, then any modem will plug into the cartridge. Membership of Micronet and Prestel is £13 a quarter for home users.

The Compunet modem for the 64 costs £99 and includes a year's free membership.

WHICH COMMODORE MODEM DO I BUY?

The Micronet modem for the 64 can not be used for Compunet. However, you can use a Compunet modem to hook into Micronet. So the best answer is to buy the Compunet modem. You'll need a special program downloaded from Compunet to allow you to use Micronet, which costs £5.

SPEED

Compunet is very slow. Even at this early stage, with just a few hundred members, it takes a long time for each page to come down the line. Presel is much faster.

Compunet's database is very small when compared to Micronet. And remember that, when you join Micronet, you get the rest of Prestel as well.

If you already have a modem and want to see what Micronet is like, dial your local Prestel computer and use an identity number of 444 444 4444 and a password of 4444.

You can then get a free tour of Micronet.

WANNA KNOW MORE?

Micronet are at Durrant House, 8 Herbal Hill, London EC1. Tel 01-278 3143.

For information about the Compunet modem, you need The Information Centre, Commodore (UK) Ltd., 1 Hunters Road, Weldon, Northants NN17 1QX. Or call them on 0536 205555.

For details on the Compunet database, write to Compunet Teleservices Ltd at Metford House, 15-18 Clipstone Street, London W1. Their phone number is 01-637 0942.

PROFESSOR VIDEO'S GAMES WORKSHOP



Welcome to Professor Video's Games Workshop — packed full of hints and tips about your favourite games. Remember, the Prof. pays £5 for the month's top tip — so why keep your success at playing games a secret? Spread it around so everyone knows just how good you are! Write to Professor Video's Games Workshop, *Computer & Video Games,* Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't delay — post your tips today.

PYJAMARAMA

This month's star prize — and the Prof's crisp £5 note! — goes to Richard Napier of Ballynahinch, Co. Down, N. Ireland, who has been stuck in Wally Week's nightmare for some time now. He woke up for a couple of hours to bring you these tips on his favourite game of the moment, *Pyjamarama.* Start here!

Get the bucket from the room under the second flight of stairs. Then go up the stairs, into the bedroom and out the door which leads into the room with the HELP button. Jump on the button and then walk through into the bathroom and past the tap. The bucket will now be FULL.

Return down both flights of stairs and walk through the furthest door. You will find yourself in a room full of motorised chickens! Exit left. Jump across the gap. Deposit the bucket in exchange for the fuel can. Go back the way you came and collect the pound coin on the table. Go back to the bottom of the stairs, into the kitchen, out of the side door, switch on the lift and into the room full of barrels. Go through the left door and go to the box marked "1". Jump on it and the lamp above will switch on, go out of the door and onto the first floor and then exit by the side door — where you'll find fuel! Pass over the machine and go back to the lift, set to "2" and go out again.

Now all becomes a little complicated (*you mean it isn't already?* Ed). Leave the fuel can in a quiet place. Use the penny from the change machine to get into the room at the top of the first staircase and take the hammer. Go down the stairs, reset the lift and go out.

Then go up both sets of stairs and into the bedroom. Exit by the side door, resetting the HELP switch. Go back down the stairs and into the lift room. Get the fire extinguisher in exchange for the hammer. Set the lift to "1" and go out of the far door into the tea chest room and out of the window. Carry on and exit at the far end, down the shaft. Avoiding bricks, go right and fall down. Run left, get the square key and exit left, leaving the extinguisher.

Go all the way to the second staircase, down it and exit by the side door into the snooker room, get the laser pistol — but don't leave the square key. Go out.

Now go down, reset the lift, go back up and reset the HELP button. Then go to the lift room, set to "3" and get the triangle key under the stairs.

Go back, set the lift to "1" and exit by the side door. Now gather all your strength together — dash over the tea-chests, dodge under the weight and grab the power pack. The laser is now fully charged — if you've still got hold of it that is!

Now go out, reset the lift to whatever level you left the fuel on. You do remember, don't you? Leave the laser near the fuel can.

Now there is a brief interlude from all this messing about with fuel. Get the library ticket from the landing at the first set of stars, go to the bedroom and swap it for the book (this gets you an extra 1%!) Now dash back to the laser and fuel can.

Go and reset the lift and the HELP button. Go to the lift room, under the second set of stairs — third screen along. Set lift to "3" — into rocket and zap! You're on the moon. Deposit laser in exchange for crystal. Go out of the door.

Now, says Richard, here we are, the clincher. How to get the lock off? He's tried everything but just can't work it out. Maybe someone out there can help him. And please act quickly. It sounds as if he's slowly cracking up under the pressure!

QUO VADIS?

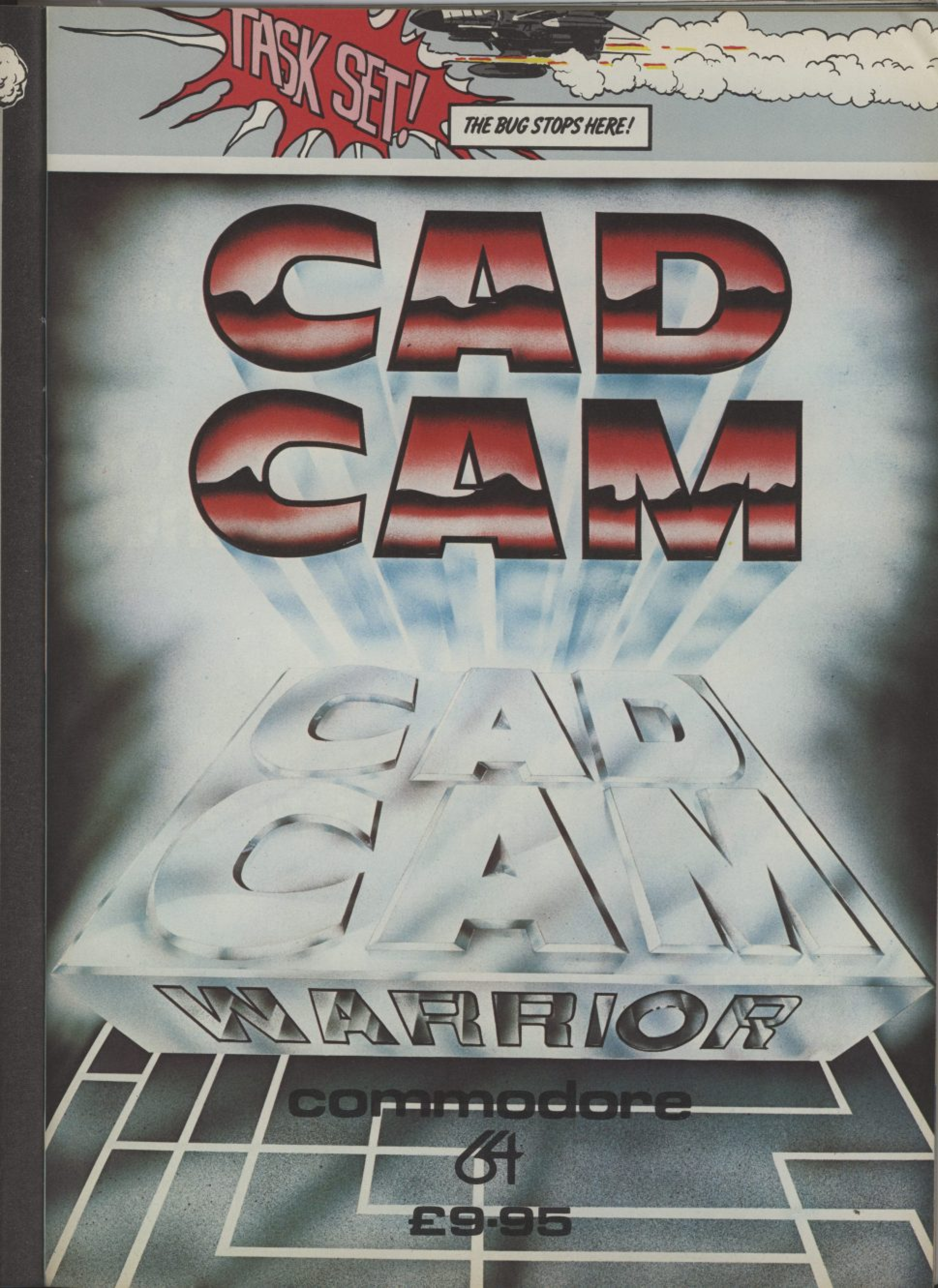
Here we have some tips on the game which could win you a jewel of a prize — *Quo Vadis?* from The Edge. John Gold from Petts Wood in Kent has been slaving over the game and has come up with these playing hints.

- To kill all the monsters in one room, stay near the barrier. Run to safety if a monster gets too close.
- Kill all the monsters in each room on the way down. This makes coming back up a lot easier — and much safer!
- To negotiate large lava pits, stand as close to the edge as possible and then jump. To leap small lava pits, stand as far back as possible and then jump.
- If you are having trouble jumping, try pressing the fire button and moving the joystick until you are firing in the direction you wish to jump. Then release the fire button and hop to it. While this is slow, it works!
- When working your way down through the levels always try to follow the same route. This helps you get to know the monsters you'll encounter — and how to kill them quickly.
- Don't be surprised if you don't follow the same route back up as you used to get down through the levels — there are many one-way tunnels.
- Try to avoid monsters which come straight at you and require two shots to kill. These take a long time to get past and you'll use up a lot of energy.

FORT APOCALYPSE

Finally, some tips on the recently released import from the US, *Fort Apocalypse*, the favourite game of Kenneth Henny, of Enfield.

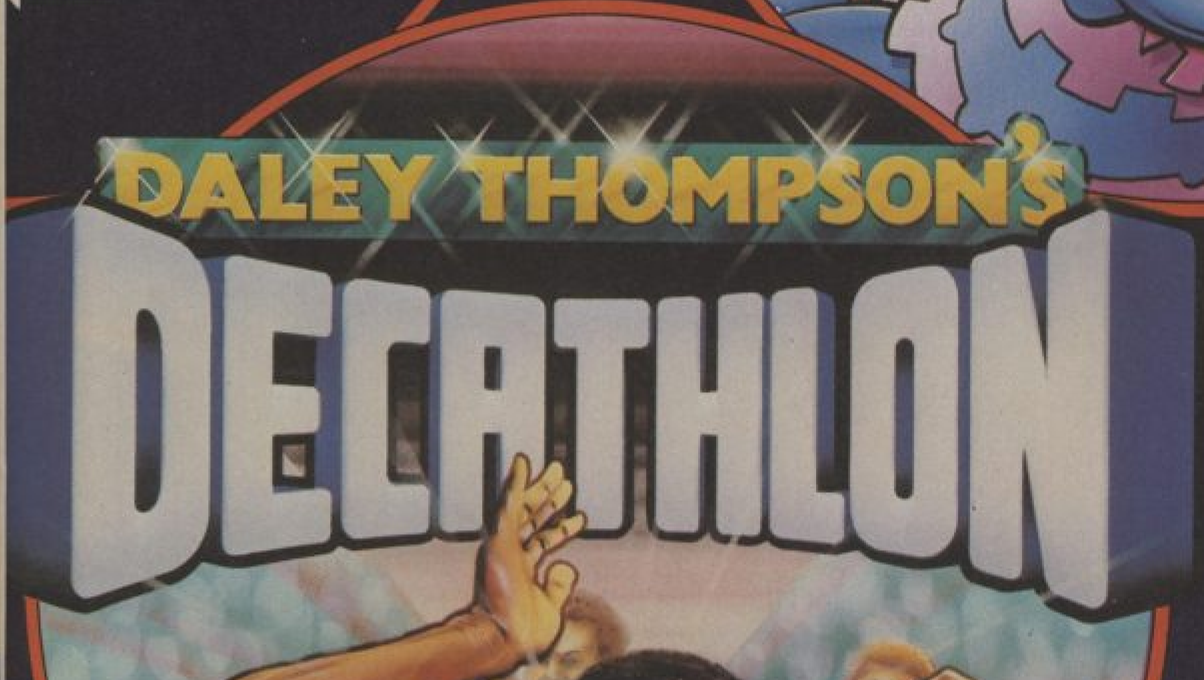
- Play the game with a stiff Atari joystick. You'll need some resistance for fire movements.
- When on the lowest level, low on fuel, teleport back to the second level and get out to the refuelling pad before continuing.
- When a chopper approaches you, firing, don't play a waiting game. Stand and fight! If you do run, approach the enemy from above. If you are below it and its fire misses, rise above it, turn and fire.


TASK SET!
THE BUG STOPS HERE!
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MATCH DAY
KONG
STRIKES BACK!
Don't
miss a
red-hot
wi
OCE
WINTER

n't you
s all the
ot action
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EAN'S
R GAMES



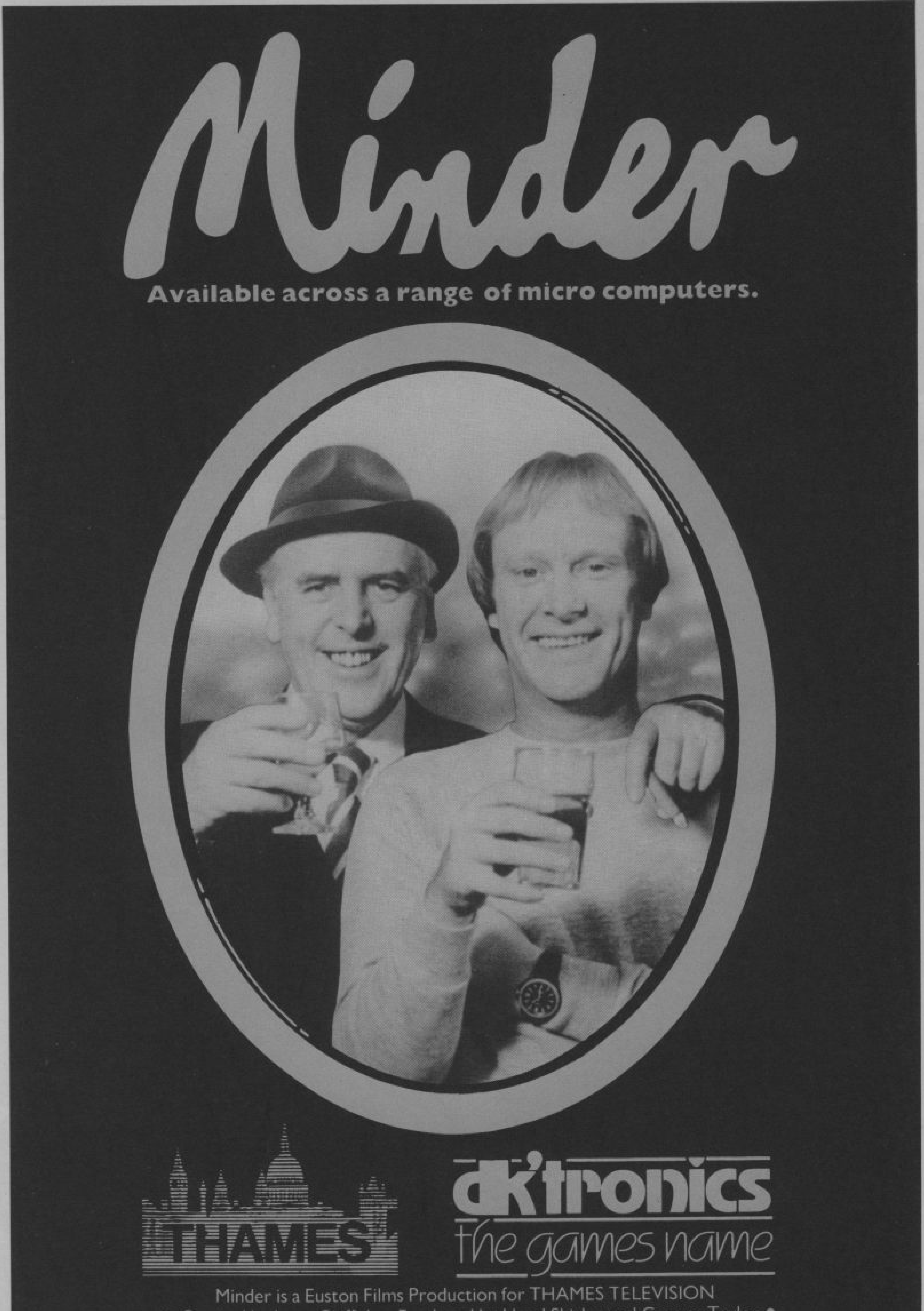


HUNCHBACK II
SPECTRUM 48k
6-90
COMMODORE 64
7-90

DALEY THOMPSON'S
DECATHLON
SPECTRUM 48k
6-90
COMMODORE 64
7-90

ocean

Ocean Software is available from selected branches of:
WOOLWORTH, WHSMITH, Boots, John Menzies, LASKYS, Rumbelows, COMET,
Spectrum Shops and all good software dealers. Trade enquiries welcome.


Minder
Available across a range of micro computers.
THAMES
dk'tronics
the games name
Minder is a Euston Films Production for THAMES TELEVISION
• Created by Leon Griffiths . Produced by Lloyd Shirley and George Taylor •

BUG HUNTER



— WRITE TO ME AT: COMPUTER & VIDEO GAMES
PRIORY COURT, 30-32 FARRINGDON LANE,
LONDON EC1R 3AU. OR PHONE ME
ON: 01-251 6222.

PRICEY GAMES

Mr Curos from Clapham thinks that the price of games should be reduced. Often, he says, he pays around £7 for a game which turns out not to be worth the cassette it's recorded on.

If you see an advert for a game from a company you've not heard of, I'd suggest that you don't send off for the game unless you see a good review of it in a magazine, or someone else recommends it to you. It's true that software is expensive. But, in among all the rubbish, you'll often find a real gem. We hope that *C&VG* helps you to sort out the difference between the two.

MANIC BUGS

Detlef Wacker is from Germany, though you can probably tell that from the name. Anyway, he's got a bug in his Amstrad version of *Manic Miner*. If you reach a five-figure score like 10199 and then, next game, only reach 8745, the machine doesn't remove the first digit from the previous high score and you will get 18745 for your new high score.

CAVELON CHEAT

First this month is Sean Gordon from Letham, Fife. While hacking through Ocean's *Cavelon*, Sean found a routine which seems as though it was used by the Ocean programmers to test the game. Start the game and then hold down D,F,R,T,I,K and L until the screen says "Hi Chris, what do you want?" Then, just press the number of the level from 1 to 6.

Are you sure you "just stumbled" on this tip, Sean, or do you have some inside information?

PLOTTING ON

Ian Turner from Bexleyheath, Kent, has a few variations on Sinclair's DRAW command for the Spectrum. Try typing Plot 100,50: DRAW 60,60,9999 for some interesting results. Also, try PLOT 40,87: DRAW 87,87,50000 or PLOT 128,5: DRAW 65,65,40000.

Thanks for those, Ian. If anyone else has any tips like this, send them to *Bug Hunter* and, you never know, we may be able to print them and bring you instant fame.

UNDERWURLDE

Next, Stuart Lindley from West Yorkshire, who wants to see even more reviews in *C&VG*, just like a certain other games magazine. Stuart starts by asking whether a Commodore or a Spectrum's the best computer to buy. The next part of his letter, though, offers some tips on *Underwurlde*.

Well, Stuart, you've almost answered your question yourself. If you want to play games like *Underwurlde, Knight Lore* and other classics, it seems likely you'll have to buy a Spectrum. Or be prepared to wait six months for the Commodore conversion.

The sheer number of Spectrums around means that most software companies write their games for that machine to start with. This tactic may not be a hit with anyone who doesn't own a Spectrum, but that's what happens in the world of big business, I'm afraid. I don't like it either, though I do just happen to own a Spectrum!

MISTAKES? WHERE?

Unfortunately last month's Book of Games didn't manage to avoid the onslaught of the collective power of the Bugs and we have to admit to some mistakes..........sob! Our rigorous testing system didn't prove too much for them, and they sneaked a couple of slip-ups into the magazine.

Cosmic Pyramid, on page 39 of the *Book of Games*, is in fact for the Vic 20 and not for the Spectrum as we printed. We also credited the program to the wrong person. Apologies to the author, Paul Gill.

Another game, *Planet Lander* for the Vic, is a little faint and hard to read in certain parts of the program. If you have any problems, don't hesitate to send us a self addressed envelope and we'll send you a new copy.

UP THE BEANSTALK

Someone called T Clay who lives in High Wycombe, Bucks, has written in answer to our earlier plea about getting past screen two in *Jack and the Beanstalk*. As soon as you get to screen two, says Mr Clay, keep your finger on the "left" key until you are at the far end of the second brick. Then go to the top of it and work back until you reach the top of the screen. When you get the item, you work your way over to the far left of the screen. It's as easy as that!

OUT OF ORDER

Modi F El-Nadi writes all the way from Cairo, Egypt, to tell me that he's been playing tennis for almost six years now. Well, Modi, that's the longest tiebreaker that I've heard of! Anyway, enough of the awful jokes — he's found a bug in *Match Point*. Sometimes, during the game, when he plays a smash in or out of the service box but inside the singles court, the computer prints "OUT" and awards itself the point. If anyone knows why this happens, or has a spare glass of barley water for Modi, let me know.

BOULDERDASH

Frazer Wild thinks he's found a bug in *Boulderdash*. On cave D, he says, you need 34 jewels to complete the screen. There are four butterflies which should make nine jewels each, giving a total of 36 jewels. But the first only gives six jewels, leaving our hero three short and unable to collect the screen. I haven't heard of this bug before, Frazer, though I'm sure that if anyone else has the same problem they'll get in touch.

That's about all we have time for this month. If you have a tip or suggestion that you think belongs on this page, or you need help with a listing from *C&VG*, just write to me at the address on the top of the page. You can leave me a message on 01-251 5633, or contact the *Bug Hunter* on Micronet on Mailbox account 012786556.

BY ROBERT SCHIFREEN

```
   1 BORDER 7: PAPER 7: INK 0: B
RIGHT 0: CLS : PRINT AT 0,7;"PLE
ASE WAIT WHILE                  G
RAPHICS LOAD": FOR n=0 TO 55
   2 READ f
   3 POKE USR "a"+n,f
   4 NEXT n
   5 DATA BIN 00000000,BIN 00011
000,BIN 00011000,BIN 00011000,BI
N 00011000,BIN 01111110,BIN 1101
1011,BIN 10011001
   6 DATA BIN 00000000,BIN 01110
11?,BIN 10001101,BIN 00 COPY 111
00,BIN 11001111,BIN 00010111,BIN
 00100000,BIN 01000000
   7 DATA 0,BIN 11101110,BIN 101
10001,BIN 10011100,BIN 11110011,
BIN 11101000,BIN 00000100,BIN 00
000010
   8 DATA 1,2,1,2,1,2,1,2
   9 DATA 16,16,0,16,16,0,16,16
  10 DATA 0,BIN 11110111,BIN 111
10111,BIN 11110111,BIN 00000000,
BIN 01111110,BIN 01111110,BIN 01
111110,BIN 00000000
  11 DATA BIN 10001001,BIN 01001
010,BIN 00001000,BIN 11100000,BI
N 00000111,BIN 00010000,BIN 0101
0010,BIN 10010001
  13 PAUSE 50
  15 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS
  20 PRINT AT 0,4; INK 6;"WELLCO
ME TO I.FOWLER'S..."
  25 FOR F=0 TO 6
  30 PRINT AT 4,6; INK F;"SP
IDER"
  35 NEXT F
  40 FOR F=0 TO 4: PRINT AT 10,4
; INK F;"FIGHTE
R": NEXT F
  41 FOR F=0 TO 13: PRINT AT F,1
; INK 4;"!": NEXT F: PRINT AT 14
,1; INK 3;"[graphics]"
  42 PRINT AT 19,0; INK 2; PAPER
 7;"[graphics]"
  43 FOR n=30 TO 2 STEP -1: BEEP
 .05,n: PRINT AT 18,n; INK 5;"[graphics]"
: FOR f=1 TO 5: NEXT f: PRINT AT
 18,n;" ": NEXT n
  44 PRINT AT 18,2; INK 5;"[graphics]"
  45 FOR n=17 TO 14 STEP -1: BEE
P .005,n: PRINT AT n,2; INK 6;"!
": FOR f=1 TO 10: NEXT f: PRINT
AT n,2;" ": NEXT n
  46 FOR n=35 TO 40: BEEP .005,n
: NEXT n
  47 PRINT AT 14,1; INK 6;"[graphics]"
  48 FOR n=1 TO 50: NEXT n: PRIN
T AT 14,1;"  "
  49 FOR n=30 TO 2 STEP -1: BEEP
 .005,n: PRINT AT 18,n; INK 6;"[graphics]
": FOR f=1 TO 5: NEXT f: PRINT
AT 18,n;"  ": NEXT n
  50 FOR n=0 TO -5 STEP -1: BEEP
 .005,n: PRINT AT 18,2; INK 6;"[graphics]
": NEXT n
  59 PAUSE 100: CLS
  60 PRINT AT 0,6; INK 3;"[graphics]": P
RINT AT 0,9; FLASH 1; INK 5;"INS
TRUCTIONS";AT 0,22; FLASH 0; INK
 3;"[graphics]"
  70 PRINT AT 2,0; INK 4;" WHILE
 YOU WERE ASLEEP YOU WERE GIVEN
A POTION WHICH MADE YOU   100 TI
MES SMALLER THAN YOU WERE.YOU AR
E NOW TRAPPED UNDER A WALL  AND
ARE FIGHTING OFF GIANT SP-IDERS.
 YOUR ONLY WEAPON IS A SMALL LAS
ER GUN. BUT IS AFFECTIVE.    IF
YOU SHOOT ONE DOWN YOU GET 5 POI
NTS."
  71 PRINT AT 13,0; INK 5;"YOU S
TART OF WITH 3 LIFES AND    IF A
SPIDER LANDS YOU LOSE A    LIFE.
"
  80 PRINT AT 21,8; INK 6;"HIT A
 KEY TO CONT."
  85 PAUSE 0: CLS
```



SPIDER FIGHTER

Research has been in progress for several months on a brand new, and top secret, military project. You have been involved in research into changing the size of the human body and making it invisible — your ultimate aim is to create an army of invisible soldiers.

Today has gone as normal. You have been experimenting with the laser reduction ray, fine tuning the machine for the final experiment of the day. Having turned away to study the display of the computer, the laser reduction ray malfunctions, swings around and fires a beam straight at the back of your head

The light in the room begins to fade and you feel your legs collapsing beneath you. Your body has now shrunk to one hundredth of its original size. The tiny spiders which inhabit the dark corners of the laboratory now tower above you and are advancing toward you.

Your only chance of survival is to blast away the spiders with the tiny laser pistol strapped to your waist. Only a direct hit will harm the spiders, so always aim to hit them right between the eyes.

Full instructions are included in the listing.

RUNS ON A SPECTRUM IN 16K

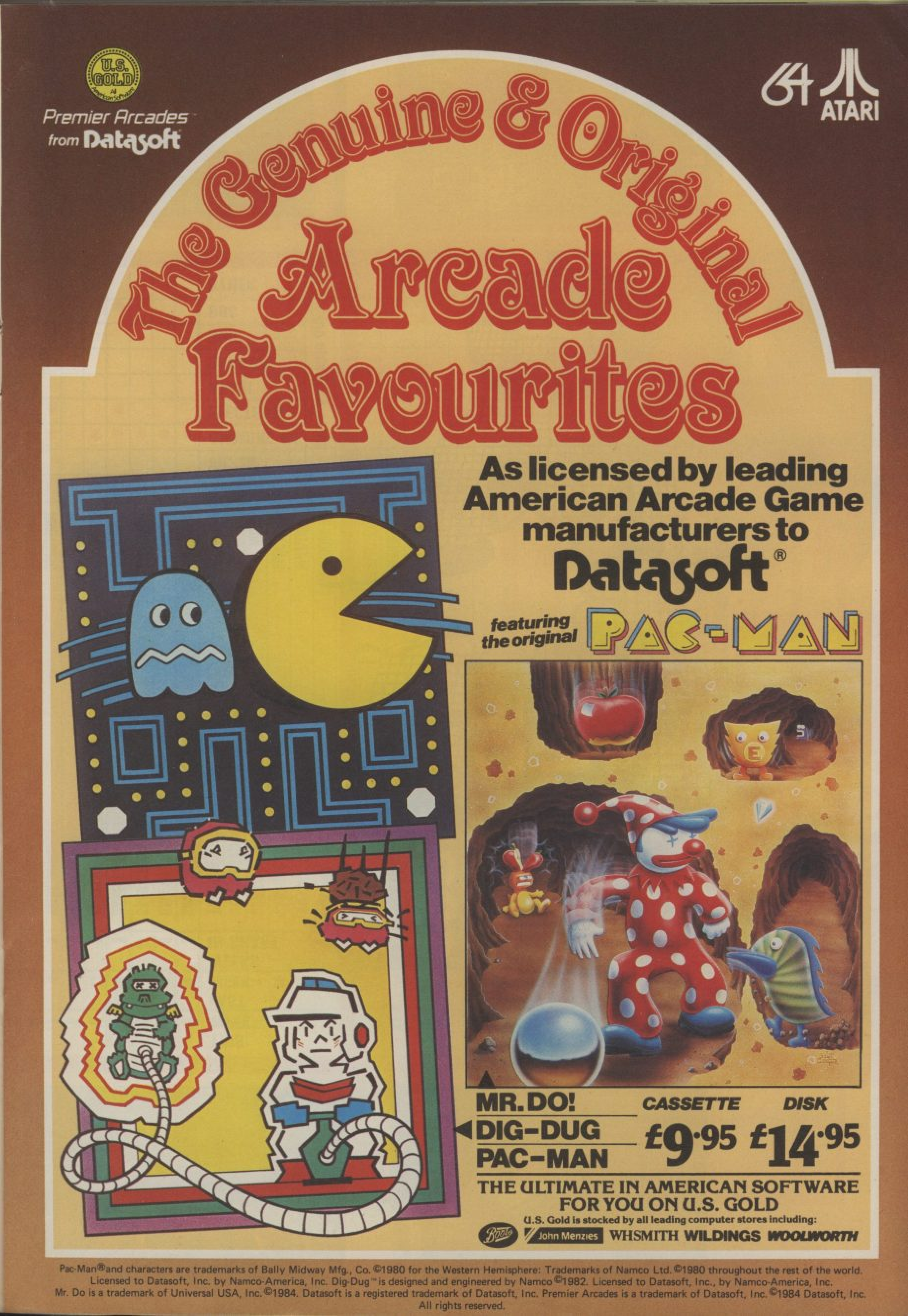
BY IAN FOWLER



```
  90 PRINT AT 0,5; INK 5;"▲=YOUR
 GUN"; INK 4;AT 2,5;"▓=A SPIDER
  91 PRINT AT 8,5;"Z=LEFT";AT 10
,5;"X=RIGHT";AT 12,5;"<SPACE>=FI
RE"
  95 PAUSE 100: CLS
  96 LET HI=0
  98 LET LVS=3: LET SC=0
 100 LET R=19: LET C=12
 102 PRINT AT 0,2; INK 4;"SCORE:
- ";sc
 110 FOR F=0 TO 31: PRINT AT 20,
F; INK 2; PAPER 6;"▀";AT 1,F; IN
K 6; PAPER 2;"▀": NEXT F
 120 PRINT AT 0,2; INK 4;"SCORE:
- ";SC;AT 0,17;"HI - ";HI
 130 BEEP .5,10: BEEP .2,10: BEE
P .2,15: BEEP .5,12: BEEP 1,15
 131 LET Q=INT (RND*30)
 132 PRINT AT 0,2; INK 4;"SCORE:
- ";sc
 135 FOR P=2 TO 19
 140 PRINT AT P,Q; INK 3;"▓": F
OR N=1 TO 10: NEXT N: PRINT AT P
,Q; INK 6;" "
 150 PRINT AT R,C; INK 5;"▲"
 151 IF c<0 THEN LET c=0
 152 IF c>30 THEN LET c=30
 160 IF INKEY$="z" THEN PRINT AT
r,c;" ": LET c=c-1
 165 IF INKEY$="x" THEN PRINT AT
r,c;" ": LET c=c+1
 166 IF c<0 THEN LET c=0: IF c>3
1 THEN LET c=31
 170 IF INKEY$=" " THEN GO SUB 1
000
 180 NEXT P
 190 GO TO 2000
1000 PRINT AT p,q; INK 3;"▓": F
OR q=35 TO 40: BEEP .005,q: NEXT
q: FOR n=18 TO 2 STEP -1: PRINT
AT n,c; INK 4;"'": FOR w=1 TO 5:
 NEXT w: PRINT AT n,c;" "
1010 IF n=p AND c=q OR n=p AND c
=q+1 THEN GO TO 1100
1020 NEXT n: PRINT AT p,q; INK 6
;" ": FOR n=10 TO 20: BEEP .005
,n: PRINT AT 2,c; INK 6;"※": NEX
T n: PRINT AT 2,c;" ": RETURN
1100 LET sc=sc+5: FOR b=40 TO 30
 STEP -1: BEEP .005,b: NEXT b: P
RINT AT p,q; INK 8;"※": FOR g=
1 TO 50: NEXT g: PRINT AT p,q;"
 ": GO TO 131
2000 CLS : LET LVS=LVS-1
2001 BEEP .5,20: BEEP .5,19: BEE
P .4,18
2010 IF LVS=0 THEN GO TO 3000
2020 PRINT AT 2,0;"HA HA!! YOU L
OST A LIFE"
2030 FOR n=1 TO 300: NEXT n: CLS
: GO TO 100
3000 PRINT AT 2,0; FLASH 1; INK
4;"HA HA!!";AT 2,8; FLASH 0; INK
 6;"YOU HAVE NO MORE LIVES  LEFT
."
3001 IF sc>hi THEN LET hi=sc
3002 PRINT AT 5,0; INK 5;"SCORE:
- ";sc
3010 INPUT "ANOTHER GO?  "; LINE
A$
3020 IF A$="Y" OR A$="y" THEN CL
S : LET sc=0: GO TO 98
3025 CLS
3030 PRINT INK 3;"

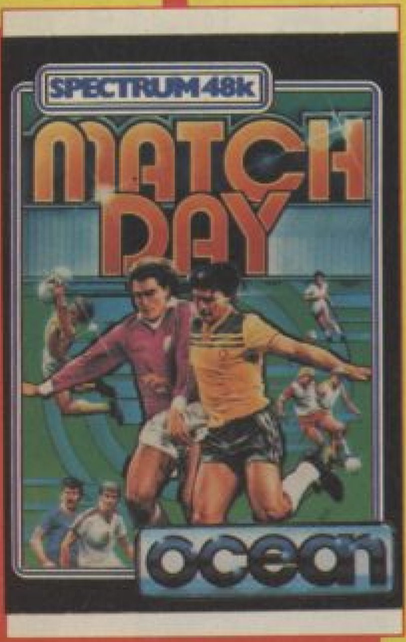
                    BYE-BYE

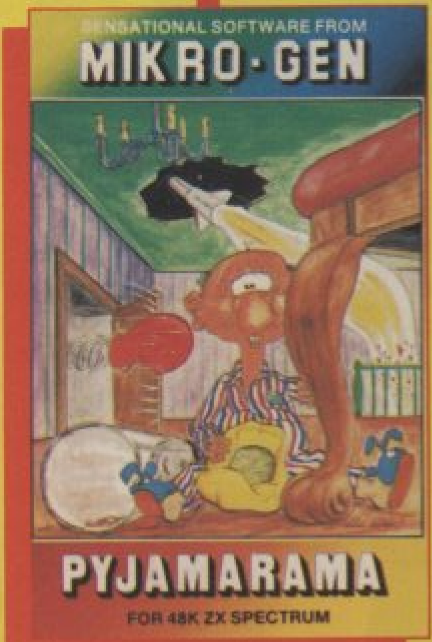
         ";: POKE 23692,255
3040 GO TO 3030
```


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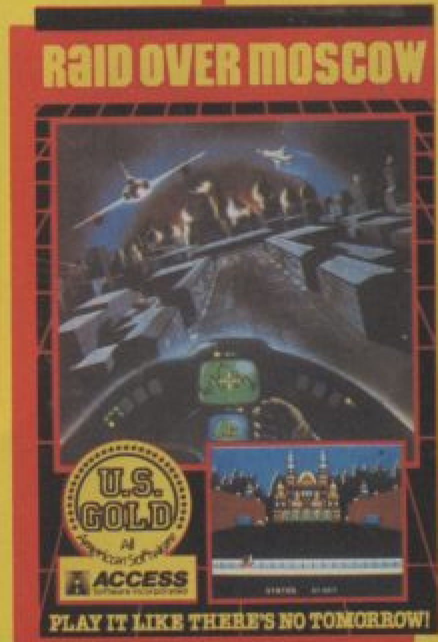
DAILY Mirror — sinclair user

TOP 30 SOFTWARE GAMES OF 1984

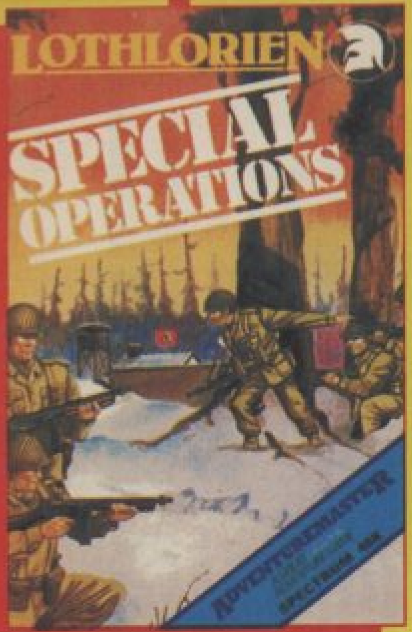






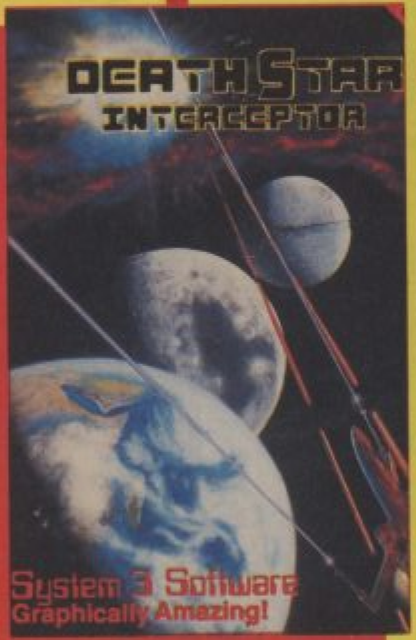


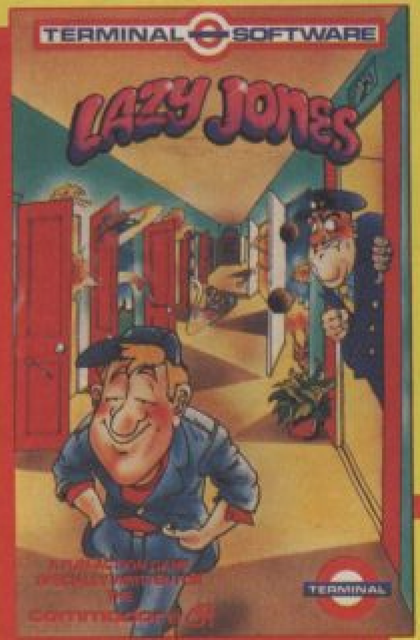
THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Also Available on)								
1	2	2	GHOSTBUSTERS ACTIVISION	COMMODORE 64	●		●						
2	1	8	DALEY THOMPSON'S DECATHLON OCEAN	SPECTRUM	●		●						
3	–	1	STAR STRIKE REAL TIME	SPECTRUM	●								
4	–	1	ELITE ACORNSOFT	ELECTRON				●				●	
5	–	1	RAID OVER MOSCOW U.S. GOLD/ACCESS	COMMODORE 64	●		●						
6	–	1	PYJAMARAMA MICRO-GEN	SPECTRUM	●								
7	4	6	ELITE ACORNSOFT	BBC				●				●	
8	–	1	MATCH DAY OCEAN	SPECTRUM	●								
9	[illegible]	1	BOOTY FIREBIRD	SPECTRUM	●								
10	14	2	SKOOL DAZE MICRO SPHERE	SPECTRUM	●								



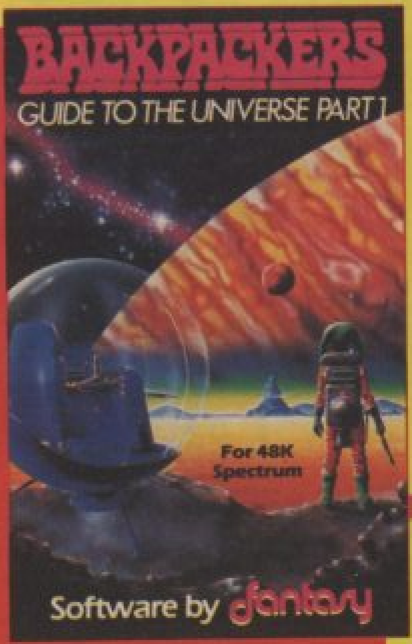
8	–	1	MATCH DAY OCEAN	SPECTRUM	●								
9	–	1	BOOTY FIREBIRD	SPECTRUM	●		●						
10	14	2	SKOOL DAZE MICRO SPHERE	SPECTRUM	●								
11	5	9	DALEY THOMPSON'S DECATHLON OCEAN	COMMODORE 64	●		●						
12	–	1	HUNCHBACK II OCEAN	SPECTRUM	●		●						
13	9	6	CHILLER MASTERTRONIC	COMMODORE 64			●						
14	3	3	KNIGHT LORE ULTIMATE	SPECTRUM	●								
15	11	3	SELECT ONE COMPUTER RECORDS	COMMODORE 64	●		●						
16	8	14	BEACH HEAD ACCESS/U.S. GOLD	COMMODORE 64	●		●						
17	–	1	COMBAT LYNX NEW GENERATION	COMMODORE 64	●		●						
18	17	2	SELECT ONE COMPUTER RECORDS	SPECTRUM	●		●						
19	–	1	AIR WOLF ELITE	SPECTRUM	●								
20	15	6	BEACH HEAD ACCESS/U.S. GOLD	SPECTRUM	●		●						
21	–	1	PERILS OF WILLY SOFTWARE PROJECTS	VIC 20		●							
22	10	2	CYCLONE VORTEX	SPECTRUM	●								
23	20	4	BMX RACERS MASTERTRONIC	SPECTRUM	●		●						
24	–	1	SCRAMBLE 64 INTERCEPTOR	COMMODORE 64			●						
25	–	1	BOOTY FIREBIRD	COMMODORE 64	●		●						
26	28	2	DOOMDARK'S REVENGE BEYOND	SPECTRUM	●								
27	–	1	JET SET WILLY SOFTWARE PROJECTS	COMMODORE 64	●		●						
28	12	3	UNDERWURLDE ULTIMATE	SPECTRUM	●								
29	23	4	COMBAT LYNX DURRELL	SPECTRUM	●		●						
30	26	2	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	●		●						







THIS TOP 30 HAS BEEN COMPILED
FROM CHART INFORMATION
SUPPLIED BY
N.O.P. MARKET RESEARCH LTD
BETWEEN 6th FEBRUARY
AND 19th DECEMBER 1984





HERO



GAME OF THE MONTH

BY PAUL GILL

RUNS ON A VIC 20 IN 3.5K

Becoming a hero in this day and age is no easy job. There are so few opportunities for an aspiring hero to make a name for himself that many would-be knights in shining armour pack it all in and become bank clerks.

So, *C&VG*, with the help of Paul Gill, have designed a computer game to keep ambitious and over-active heroes in good shape until their day of triumph finally arrives.

Your task is to enter a fortress guarded by soldiers of the evil Baron von Hell and rescue the beautiful Princess Elena who he has locked away in the east tower of the fortress as ransom for taking over the neighbouring king's country from him.

Arrows, swords, chasms and crocodile-infested pits have to be negotiated before you can rescue the fair princess and claim the title of Hero of the Land!

Illustration Terry Rogers

PART I

```
10 PRINT"" :POKE36879,25
12 PRINT"HERO"
14 PRINT"TO PLAY HERO THIS"
16 PRINT"PROGRAMME MUST BE RUN FIRST-IT
SWITCH'S OFF THE COMPUTER."
18 PRINT"WHEN IT HAS DONE SO    YOU MUS
T PRESS SHIFT  AND HIT THE RUN/STOP  KE
Y."
20 PRINT"HIT A KEY"
22 POKE198,0:WAIT198,1:POKE198,0
24 FORT=1TO1000:NEXTT
26 POKE642,32:SYS64824
```

PART II

```
5 FORI=1TO5:HI$(I)="001000":HI(I)=1000:H
N$(I)="???":NEXT
10 PRINT"HERO":POK
E36879,25:POKE36878,15
12 FORI=0TO511:POKE7168+I,PEEK(32768+I):
NEXT:FORT=7168TO7271:READA:POKET,A:NEXT
14 DATA254,254,254,0,239,239,239,0,0,0,2
4,36,36,66,90,102,129,145,102,24,0,0,0,0
16 DATA0,0,32,67,255,67,32,0,8,41,84,118
,165,173,80,255
18 DATA60,66,153,165,165,153,66,60,56,12
4,127,244,236,194,68,56
20 DATA122,127,126,56,56,48,48,56,28,62,
254,47,55,67,34,28,94,254,126,28,12,12,1
2,28
22 DATA127,127,35,43,67,35,63,8,120,8,8,
28,62,127,18,54
24 DATA16,56,124,254,16,16,16,16:FORT=1T
O16:POKE7271+T,8:NEXT
26 FORT=0TO8:POKE7424+T,0:NEXT:GOTO1018
46 SK=1:SC$="000000":LI=3:SC=0:SM=1:EX=0
48 W$="@@@@@@@@@@@@@@@@@@@@@@" W1$="@@@
@@@@ @@@@ @@@@ @@@":W2$="@@@@
    @@@@"
50 PRINT"":POKE36879,12:POKE36869,207:P
OKE36878,15
52 ONSKGOSUB54,54,56,60,60,56,60,60,56,6
4:GOTO68
54 PRINT"":FORT=1TO12:PRINTW$
;:NEXT:RETURN
56 PRINT"":FORT=1TO9:PRINTW2$
;:NEXT:PRINT"@@@@DDDDDDDDDDDDD@@@@"W$
W$;
58 R$="N":R1$=" ":FORT=1TO9:R$=R$
+"N":R1$=R1$+" ":NEXT:P=10
59 PRINT"";TAB(P)R$:RETURN
```

HERO

GAME OF THE MONTH

```
60 PRINT"":FORT=1TO3:PRINTW1$
;:NEXT:FORT=1TO9:PRINTW$;:NEXT:IFSK<7THE
NRETURN
62 FORT=1TO4:S(T)=4358+T*5:POKES(T),12:N
EXTT:U=0:SU=-22:RETURN
64 GOSUB60:PRINT"";TAB(18)"@@@@@
@@@@ J@@ K@";
66 PRINT"@@@@@@@":RETURN
68 PRINT"1000";TAB(16)SC$:PRINT"
MEN:";:FORT=1TOLI:P
RINT"F";
70 NEXT:IFSK=10THEN74
72 PRINT"";TAB(21)"A B M M M
M"
74 FORT=0TO21:POKE38372+T,7:POKE4580+T,0
:NEXT
76 PRINT"
"HI$(1)""HN$(1);
78 PRINT"";TAB(9):SM
90 F=4273:H=6:B=7:A=4315:A1=4270:R=0:C=3
3792:P1=1:J=1:BO=1000
92 POKEF+C,3:POKEF+C+22,3:POKEF,H:POKEF+
22,B
94 RESTORE:FORI=1TO103:READA:NEXTI:FORT=
1TO10:READA:POKE36875,A:FORI=1TO120:NEXT
I,T
96 DATA195,215,195,219,195,221,195,219,0
100 IFPEEK(F+44)=32ORPEEK(F+22)=5THEN900
101 IFPEEK(F+1)=0THEN750
102 IFF=>4293THENPOKEF+22,32:GOTO750
103 K=PEEK(197):IFK=33THENH=8:B=9:IFF>42
72THENPOKEF,32:POKEF+22,32:F=F-1
104 IFK=34THENPOKEF,32:POKEF+22,32:H=6:B
=7:F=F+1:IFF=>4293THEN750
105 IFK=30THEN118
106 IFPEEK(F+44)=32ORPEEK(F+22)=5THEN900
108 IFPEEK(F+44)=32ANDR=0THEN900
110 POKEF+C,3:POKEF+C+22,3:POKEF,H:POKEF
+22,B
112 ONSKGOSUB140,172,152,140,166,152,160
,168,171,170
114 IFBO>9THENBO=BO-10:PRINT""BO" "
116 GOTO100
118 IFPEEK(F+22)=5THEN900
119 IFR=1THEN174
120 IFH=6THENJ=1
121 IFF<4273THEN112
122 IFH=8THENJ=-1
124 POKEF,32:POKEF+22,32:F=F-22+J:IFPEEK
(F)=14THENR=1:GOTO112
125 IFPEEK(F)=13THEN750
126 IFPEEK(F)<>32ORPEEK(F+22)<>32THEN900
127 POKEF+C,3:POKEF+C+22,3:POKEF,H:POKEF
+22,B
128 FORT=200TO235:POKE36876,T:NEXT:POKE3
6876,0
129 IFBO>9THENBO=BO-10:PRINT""BO" "
130 ONSKGOSUB140,172,152,140,166,152,160
,168,171,170
132 IFPEEK(F)<>HTHEN900
134 POKEF,32:POKEF+22,32:F=F+22+J:IFF>42
93THEN750
136 POKEF+C,3:POKEF+C+22,3:POKEF,H:POKEF
+22,B:IFF+22=ATHEN900
137 FORT=235TO200STEP-1:POKE36876,T:NEXT
T:POKE36876,0
138 GOTO114
140 POKEA,32:A=A-1:IFA<4294THENA=4315
143 POKE36874,234+(4315-A):POKE36874,0
144 POKEA+C,7:POKEA,5:RETURN
146 POKEA1,32:A1=A1-2:IFA1<4250THENA1=42
70
149 POKE36875,234+(4229-A1):POKE36875,0
150 POKEA1+C,1:POKEA1,3:RETURN
151 POKE36877,220:POKE36878,(16-P)
152 PRINT"";TAB(P)R1$:P=P+P1:IFR=1THEN
F=F+P1
```



GAME OF THE MONTH

HERO

```
154 IFP>160RP<5THENP1=-P1
155 POKE36877,220:POKE36878,17-P
156 PRINT"";TAB(P)R$:POKEF+C,3:POKEF+C+22,3:POKEF,H:POKEF+22,B
158 RETURN
160 FORT=1TO4:POKES(T),32:S(T)=S(T)+SU:U=U+1:POKES(T),12:POKE36876,128+U*3:NEXT
162 IFU>12THENSU=-SU:U=0
164 RETURN
166 GOSUB140:GOSUB146:RETURN
168 GOSUB140:GOSUB160:RETURN
170 GOSUB140:GOSUB146:GOSUB160:RETURN
171 GOSUB140:GOSUB152:RETURN
172 GOSUB140:GOSUB146:RETURN
174 POKEF,14:POKEF+22,14:F=F+22+J:POKEF+C,3:POKEF+C+22,3
176 POKEF,H:POKEF+22,B:IFPEEK(F+44)=32THEN900
178 R=0:GOTO100
180 GOSUB140:GOSUB152:RETURN
750 POKE36874,0:POKE36875,0:POKE36876,0:POKE36877,0:POKE36878,15
751 POKE4249,H:POKE4271,B:POKE4293+C,5:POKE4293,13:SK=SK+1:SM=SM+1:IFSK=11THEN820
752 PRINT"DING! DING!":PRINT"BONUS!"
753 FORT=1TO6:FORI=230TO240:POKE36876,I:NEXTI,T:POKE36876,0
754 BO=BO-10:SC=SC+10:POKE36874,234:GOSUB800:POKE36874,0:IFBO>9THEN754
756 POKE36874,255:FORT=1TO100:NEXTT:POKE36874,0:FORT=1TO500:NEXTT
758 PRINT"":POKE36879,25:PRINT"HERO":POKE36869,192
760 PRINT"SCORE:-"SC
761 IFSC>1000ANDEX=0THENLI=LI+1:EX=1
762 PRINT"LEVEL:-"SM
764 PRINT"MEN   :-"LI
766 FORT=1TO2000:NEXTT
768 GOTO50
800 SC$=STR$(SC):L=LEN(SC$):SC$=LEFT$("00000",7-L)+RIGHT$(SC$,L-1)
805 PRINT""BO" ";TAB(16)SC$
810 RETURN
820 PRINT"WELL DONE!!!":PRINT"YOU RESCUED THE":PRINT"DAMSEL!"
822 FORT=1TO3:FORI=180TO235STEP2:POKE36876,I:FORG=1TO10:NEXTG:POKE36876,0:NEXTI,T
824 PRINT"":POKE36879,42:
826 PRINT""TAB(9)""
828 PRINT"";TAB(7)"FJGK"
830 PRINT"TRUE LOVE!"
832 SC=SC+BO:IFLI<4THENLI=LI+1:SK=1
840 PRINT"SCORE:-"SC:FORT=1TO100:SC=SC+10:POKE36875,234:POKE36875,0:
842 PRINT""SC:NEXT
844 POKE36875,255:FORT=1TO250:NEXTT:POKE36875,0:FORT=1TO1000:NEXTT:SK=1:GOSUB800:GOTO50
900 POKE36878,15:Y=0:P=32:P1=32
902 FORT=FTO4541STEP22:POKEF,P:POKEF+22,P1:F=F+22:P=PEEK(F):P1=PEEK(F+22)
904 POKEF,H:POKEF+22,B:
910 POKE36876,230-Y:Y=Y+1:FORI=1TO20:NEXTI,T
911 POKEF,P:POKEF+22,P1:POKE36876,0:POKE36877,230:FORT=1TO200:NEXTT:POKE36877,0
914 LI=LI-1:IFLI=0THEN918
915 DATA195,800,0,80,195,600,0,80,195,200,195,800,0,80,203,600,201,200,0,80,201,600,195
916 DATA200,0,80,195,600,0,80,195,200,0,80,195,1000
917 FORT=1TO250:NEXTT:GOTO50
```



HERO

GAME OF THE MONTH

```
918 FORI=1TO18:READA,B:POKE36876,A:FORT=
1TOB:NEXTT:POKE36876,0:NEXTI
919 POKE36879,25:POKE36869,192:PRINT"
YOU'RE DEAD!"
920 PRINT"YOU SCORED:-"SC:POKE198,0
922 FORX=1TO5:IFSC>HI(X)THENPRINT"...
BUT YOU'RE ON THE      HALL OF FAME!":GOT
O926
924 NEXT:FORT=1TO2000:NEXTT:GOTO1000
926 FORT=5TOXSTEP-1:HI(T)=HI(T-1):HI$(T)
=HI$(T-1):HN$(T)=HN$(T-1):NEXT
928 PRINT"ENTER THREE INITIAL'S.":INP
UTHN$(X):IFLEN(HN$(X))>3THENPRINT"":GOT
O928
930 HI(X)=SC:GOSUB800:HI$(X)=SC$
1000 PRINT"":POKE36879,25:POKE36869,207
1002 PRINT"HEROES"
1004 PRINT"@@@@@@@@@@@@@@@@@@@@":FORT=
1TO11:PRINT"@";TAB(19);"@":NEXT
1006 PRINT"@@@@@@@@@@@@@@@@@@@@":FOR
T=1TO5:PRINT""T""HI$(T)""HN$(T)
1007 NEXT:PRINT"";
1008 PRINT"@@@@@@@@@@@@@@@@@@@@":PRINT"
@";TAB(19);"@":PRINT"@HIT SPACE TO P
LAY@"
1010 PRINT"@";TAB(19);"@":PRINT"@@@@@
@@@@@@@@@@@@@@@"
1012 GETA$:IFA$=" "THENQ=0:GOTO46
1014 Q=Q+1:IFQ>500THENQ=0:GOTO1018
1016 GOTO1012
1018 PRINT"":POKE36879,25:POKE36869,207
1020 PRINT"E E EEE EEE EEE":POKE198,0
1022 PRINT"E E   E E E E"
1024 PRINT"E E   E E E E"
1026 PRINT"E E   E E E E"
1028 PRINT"EEE EE  EE  E E"
1030 PRINT"E E   E E E E"
1032 PRINT"E E   E E E E"
1034 PRINT"E E   E E E E"
1036 PRINT"E E EEE E E EEE"
1038 PRINT"(C)1984"
1040 PRINT"F                J      G
PAUL GILL     K"
1045 PRINT"                  "
1046 GETA$:IFA$=" "THENQ=0:GOTO46
1048 Q=Q+1:IFQ>250THENQ=0:GOTO1052
1050 GOTO1046
1052 PRINT"E E EEE EEE EEE         E
 E E   E E E E       EEE EE  EE  E E"
1054 PRINT"E E    E E E E          E E
EEE E E EEE"
1056 PRINT"CAN YOU RESCUE THE     DA
MSEL IN DISTRESS"
1058 PRINT"DODGE THE ARROWS        AND
 BARRELS BUT      WATCH OUT FOR THE"
1060 PRINT"GUARD'S SPEAR'S!"
1062 PRINT"GRAB THE SWINGING      ROPE
AND LEAP OVER      THE RAMPARTS."
1064 PRINT"AT THE END OF EACH        SCR
EEN GET THE        BELL ROPE."
1066 PRINT"LEFTJUMPRIGHT";
1068 PRINT" Z?C";
1070 GETA$:IFA$=" "THENQ=0:GOTO46
1072 Q=Q+1:IFQ>1000THENQ=0:GOTO1000
1074 GOTO1070
```



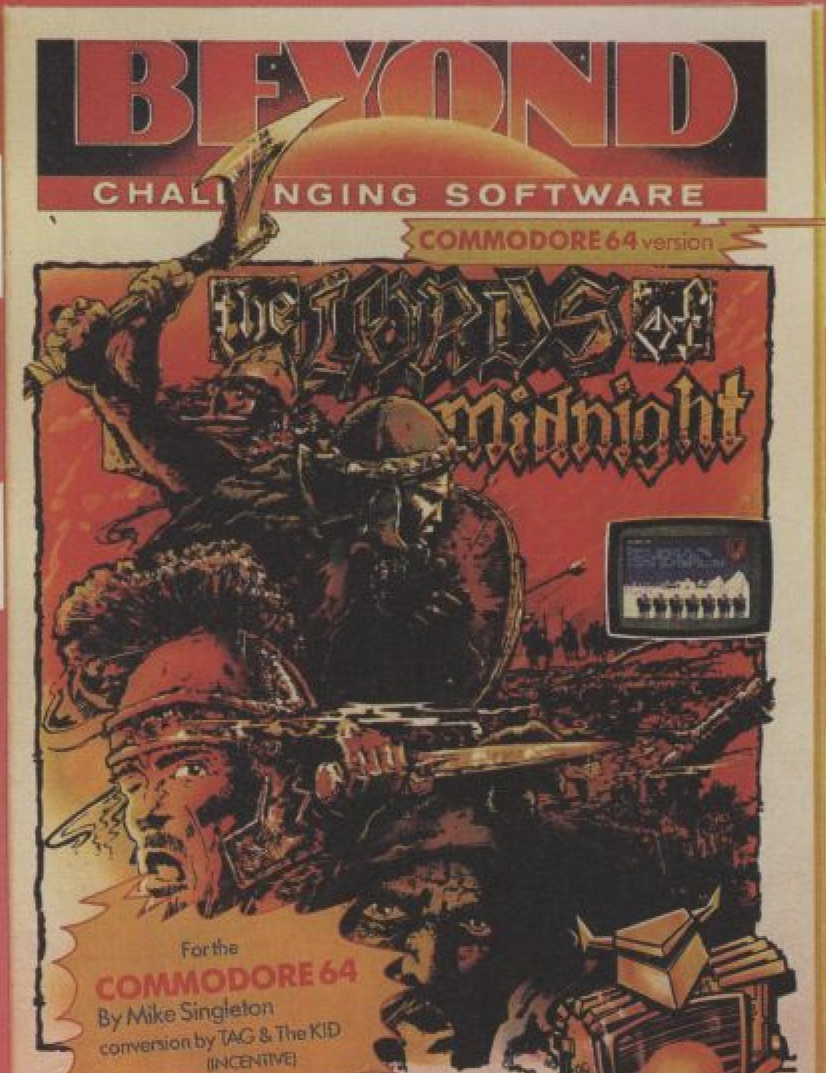

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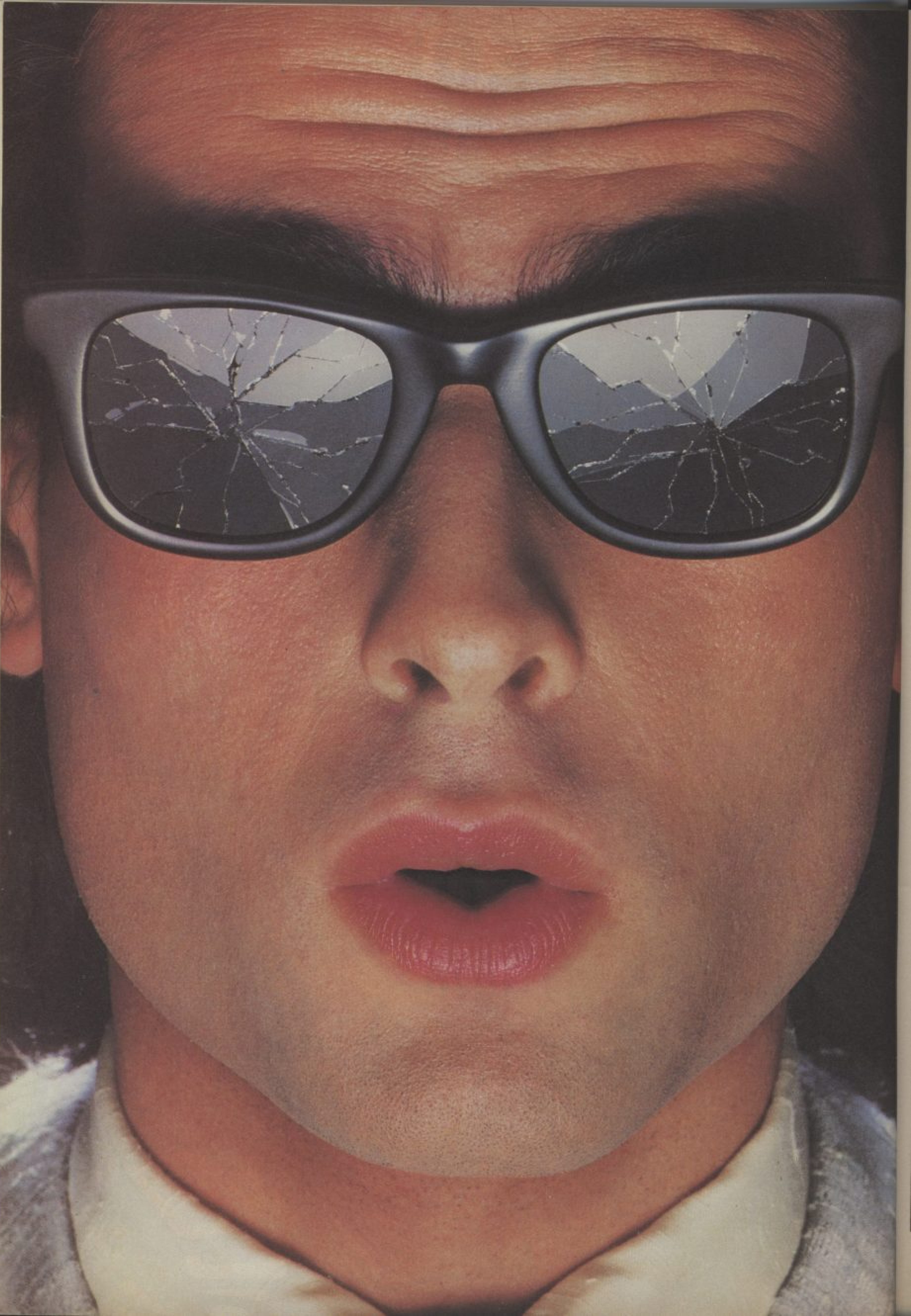
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Strip poker, five card draw style. Have you the nerve to play the game? One hundred and fifty pounds and your skill against Mindys modesty.
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Bath. Boots, 1 Marchants Passage, Southgate. Tel: 0225 64402.
Bristol. Avon Computer Rentals, 16 West Street, Old Market. Tel: 0272 550600.
Bristol. Boots, 59 Broadmead. Tel: 0272 293631.
Bristol. Laskys, 16-20 Penn Street. Tel: 0272 20421.
Keynsham. Key Computer Systems 42b High Street. Tel: 02756 5575.
Weston-super-Mare. K & K Computers, 32 Alfred Street. Tel: 0934 419324.

BEDFORDSHIRE

Bedford. Boots, The Harpur Centre, Harpur Street. Tel: 0234 56231.
Dunstable. Dormans, 7-11 Broad Walk. Tel: 0582 38302.
Leighton Buzzard. Datasine, 59 North Street. Tel: 0525 374200.
Leighton Buzzard. Milton Keynes Music & Computers, 17 Bridge Street. Tel: 0525 382504.
Luton. Hobbyte, Unit 16, The Arndale Centre. Tel: 0582 457195.
Luton. Laskys, 190-192 Arndale Centre. Tel: 0582 38302.
Luton. Terry More, 49 George Street. Tel: 0582 23391.

BERKSHIRE

Reading. Laskys, 118-119 Priar St. Tel: 0734 595459.
Slough. Data Supplies, Templewood Lane, Farnham Common. Tel: 2 820004.
Slough. Laskys, 75 Queensmere Centre. Tel: 0753 78269.
Slough. MV Games, 245 High Street. Tel: 75 21594.

BUCKINGHAMSHIRE

Bletchley. RAMS Computer Centre, 117 Queensway. Tel: 0908 647744.
Chesham. Reed Photo & Computers, 113 High Street. Tel: 0494 783373.

CAMBRIDGESHIRE

Cambridge. Boots, 65-67 Sidney Street and 28 Petty Curry Street. Tel: 0223 350213
Cambridge. Cambridge Computer Store, 4 Emmanuel Street. Tel: 0223 358264
Cambridge. Heffers Stationers. 19 Sidney Street. Tel: 0223 358241.
Peterborough. Boots, 40-42 Bridge Street, Queensgate. Tel: 0733 65352.

CHESHIRE

Chester. Boots, 47-55 Foregate Street. Tel: 0244 28421
Chester. Computer Link, 21 St. Werburgh Street. Tel: 0244 316516.
Chester. Laskys, 7 The Forum, Northgate Street. Tel: 0244 317667.
Crewe. Midshires Computer Centre, 68-78 Nantwich Road. Tel: 0270 211086
Ellesmere Port. RFR TV & Audio, 1 Pooltown Road, Whitby. Tel: 051-356 4150.
Hyde. C Tech Computers, 184 Market Street. Tel: 061-366 8223.
Macclesfield. Camera Computer Centre, 118 Mill Street. 0625 27468
Macclesfield. Computer Centre, 68 Chestergate. Tel: 0625 618827.
Marple. Marple Computer Centre, 30-32 Market Street. Tel: 061-427 4328
Stockport. National Micro Centres, 36 St Petersgate. Tel: 061-429 8080
Stockport. Stockport Micro Centre, 4-6 Brown Street. Tel: 061-477 0248.
Widnes. Computer City, 78 Victoria Road. Tel: 051-420 3333.
Wilmslow. Wilmslow Micro Centre. 62 Grove Street. Tel: 0625 530890.

CLEVELAND

Middlesbrough. Boots, 88-90 Linthorpe Road, The Cleveland Centre. Tel: 0642 249616.

CUMBRIA

Kendal. The Kendal Computer Centre, Stramongate. Tel: 0539 22559.
Penrith. Penrith Communications, 14 Castlegate. Tel: 0768 67146.
Whitehaven. P D Hendren, 15 King Street. Tel: 0946 2063.
Workington. Technology Store, 12 Finkle Street. Tel: 0900 66972.

DERBYSHIRE

Alfreton. Gordon Harwood, 67-71 High Street. Tel: 0733 836781.
Chesterfield. Boots, 35-37 Low Pavement, Market Place. Tel: 0246 203591.
Chesterfield. Computer Stores, 14 Stephenson Place. Tel: 0246 208802.
Derby. Boots, 1 Devonshire Walk. Tel: 0322 45886.

DEVON

Exeter. Boots, 251 High Street, Tel: 0392 32244.
Exeter. Open Channel, Central Station, Queen Street. Tel: 0392 218187.
Paignton. Computer Systems Ltd, 35 Hyde Road. Tel: 0803 524284.
Plymouth. Syntax, 76 Cornwall Street. Tel: 0752 28705.
Seaton. Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
Tiverton. Actron Microcomputers, 37 Bampton Street. Tel: 0884 252854.

DORSET

Bournemouth. Brook Computers, 370 Charminster Road. Tel: 0202 533054.
Bournemouth. Lansdowne Computer Centre, 1 Lansdowne Crescent, Lansdowne. Tel: 0202 20165.
Dorchester. The Paper Shop, Kings Road. Tel: 0305 64564.
Poole. Lansdowne Computer Centre, 14 Arndale Centre. Tel: 0202 670901.

ESSEX

Basildon. Basildon Software Centre, 78-80 Liberty Shopping Hall, East Square. Tel: 0268 27922.
Chelmsford. Maxton Hayman, 5 Broomfield Road. Tel: 0245 354595
Chelmsford. Way In Computers, 7 Village Square, Chelmer Village. Tel: 0245 467858.
Colchester. Boots, 5-6 Lion Walk. Tel: 0206 577303.
Grays. H. Reynolds, 28a Southend Road. Tel: 0375 31641.
Harlow. Harlow Computer Centre, 17 Staple Tye. Tel: 0279 22846.
Harlow. Laskys, 19 The Harvey Centre. Tel: 0279 443495.
Hornchurch. Comptel Computer Systems, 112a North Street. Tel: 0402 446741.
Ilford. Boots, 177-185 High Road. Tel: 01-553 2116.
Romford. Software Plus, 72 North Street. Tel: 70 65271.
Southend-on-Sea. Computerama, 88 London Road. Tel: 0702 335443.
Southend-on-Sea. Computer Centre, 336 London Road. Tel: 0702 337161.
Southend-on-Sea. Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

GLOUCESTER

Cheltenham. Laskys, 206 High Street. Tel: 0242 570282.
Cheltenham. Screen Scene, 144 St. Georges Road. Tel: 0242 528979.
Gloucester. Boots, 38-46 Eastgate Street. Tel: 0452 423501.

HAMPSHIRE

Basingstoke. Fishers, 2-3 Market Place. Tel: 0256 22079.
Southampton. Business Electronics, Micromagic At Atkins, 7 Civic Centre Road. Tel: 0703 25903.
Waterlooville. GB Microland, 7 Queens Parade, London Road. Tel: 0705 259911.

HERTFORD

Hitchin. County Computers, 13 Bucklesbury. Tel: 0462 36757.
Potters Bar. the Computer Shop, 107 High Street. Tel: 0707 44417.
Stevenage. DJ Computers, 11 Town Square. Tel: 0438 65501.
Watford. Laskys, 18 Charter Place. Tel: 0923 31905.
Watford. SRS Microsystems, 94 The Parade, High Street. Tel: 0923 26602.
Watford. Watford Electronics, Cardiff Road. Tel: 0923 405588.
Welwyn Garden City. DJ Computers, 40 Fretherne Road. Tel: 96 28444.

HUMBERSIDE

Beverley. Computing World, 10 Swabys Yard, Dyer Lane. Tel: 0482 881831.

KENT

Ashford. DGH, 10 North Street. Tel: 0233 32597.
Ashford. Geerings of Ashford, 80 High Street. Tel: 0233 33366.
Bexleyheath. Laskys, 15-16 Broadway Shopping Centre. Tel: 01-301 3478.
Bromley. Boots, 148-154 High Street. Tel: 01-460 6688.
Bromley. Computers Today. 31 Market Square. Tel: 01-290 5652.
Bromley. Laskys, 22 Market Square. Tel: 01-464 7829.
Bromley. Walters Computers, Army & Navy, 64 High Street. Tel: 01-460 9991.
Chatham. Boots, 30-34 Wilmott Square, Pentagon Centre.

KENT

Tel: 0634 405471.
Gravesend. Gravesend Home Computers, 39 The Terrace. Tel: 0474 23871.
Gillingham. Regal Software Supplies, 49 High Street. Tel: 0634 579634.
Maidstone. Kent Micros, 51 Union Street. Tel: 0622 52784.
Rainham. Microway Computers, 39 High Street. Tel: 0634 376702.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Shortlands. The Village House of Computers, 87 Beckenham Lane. Tel: 01-460 7122.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Modata Computer Centre, 28-30 St. Johns Road. Tel: 0892 41555.

LANCASHIRE

Blackburn. Tempo Computers, 9 Railway Road. Tel: 0254 691333.
Blackpool. Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
Burnley. IMO Business Systems, 39-43 Standish Street. Tel: 0282 54299.
Preston. 4Mat Computing, 67 Friargate. tel: 0772 561952.
Preston. Laskys, 1-4 Guildhall Arcade. Tel: 0772 24558.
Wigan. Wildings Computer Centre, 11 Mesnes Street. Tel: 0942 22382.

LEICESTERSHIRE

Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Market Harborough. Harborough Home Computers, 7 Church Street. Tel: 0858 63056.

LONDON

W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01486 0373.
W1. HMV, 363 Oxford Street. Tel: 01-629 1240.
W1. Laskys, 42 Tottenham Court Road. Tel: 01-636 0845.
W1. Lion House, 227 Tottenham Court Road. Tel: 01-637 1601.
W1. Sonic Foto Micro Center, 256 Tottenham Court Road. Tel: 01-580 5826.
W1. Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
W1. Walters Computers, DH Evans, Oxford Street. Tel: 01-629 8800.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W8. Walters Computers, Barkers, Kensington High Street. Tel: 01-937 5432.
SE7. Vic Oddens Micros, 5 London Bridge Walk. Tel: 01-403 1988.
SE9. Square Deal, 373-375 Footscray Road, New Eltham. Tel: 01-859 1516.
Lewisham. Laskys, 164 High Street. Tel: 01-852 1375.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer centre, 155 Moorgate. tel: 01-638 3339.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate. Tel: 01-882 4942.
N22. Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
NW3. Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW7. Computers Inc, 86 Golders Green. Tel: 01- 209 0401.
NW10. Technomatic, 17 Burnley Road, Wembley. Tel: 01-208 1177.

MANCHESTER

Bolton. Computer World UK Ltd, 208 Chorley Old Road. Tel: 0204 494304.
Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Laskys, 61 Arndale Centre. Tel: 061-833 9149.
Manchester. Laskys, 12-14 St. Marys Gate. Tel: 061-833 0268.
Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Manchester. Walters Computers, Kendal Milne, Deansgate. Tel: 061-832 3414.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Swinton. Mr Micro, 69 Partington Lane. Tel: 061-728 2282.

MERSEYSIDE

Heswall. Thornguard Computer Systems, 46 Pensby Road. Tel: 051-342 7516.
Liverpool. Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.
Liverpool. Laskys, Dale Street. Tel: 051-236 3298.
Liverpool. Laskys, St. Johns Precinct. Tel: 051-708 5871.
St. Helens. Microman Computers, Rainford Industrial Estate, Mill Lane Rainford. Tel: 0744 885242.
Southport. Central Studios, 38 Eastbank Street. Tel: 0704 31881.

MIDDLESEX

Enfield. Laskys, 44-48 Palace Garden Shopping Centre. Tel: 01-363 6627.
Harrow. Camera Arts, 42 St. Anns Road. Tel: 01-427 5469.
Harrow. Harrow Micro, 24 Springfield Road. Tel: 01-427 0098.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Southall. Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
Teddington. Andrews, Broad Street. Tel: 01-997 4716.
Twickenham. Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK

Norwich. Adams, 125-129 King Street. Tel: 0603 22129.

NOTTINGHAMSHIRE

Sutton in Ashfield. HN & L Fisher, 87 Outram Street. Tel: 0623 54734.
Nottingham. Laskys, 1-4 Smithy Row. Tel: 0602 413049.

OXFORDSHIRE

Abingdon. Ivor Fields Computers, 21 Stern Street. tel: 0235 21207.
Banbury. Computer Plus, 2 Church lane. Tel: 0295 55890.
Oxford. Absolute Sound & Video, 19 Old High Street, Headington. Tel: 0865 65661.
Oxford. Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

SCOTLAND

Aberdeen. Boots, 133-141 Union Street. Tel: 0224 585349.
Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Edinburgh. Laskys, 4 St. James Centre. Tel: 031-556 1864.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041-332 1925.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041-248 7387.
Glasgow. Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.

SHROPSHIRE

Shrewsbury. Clairmont Enterprises, Hills Lane. Tel: 3647 52949.
Shrewsbury. Computerama, 13 Castlegate. Tel: 0743 60528.
Telford. Computer Village Ltd, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

STAFFORDSHIRE

Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stafford. Computerama, 59 Foregate Street. Tel: 0785 41899.
Stoke-on-Trent. Computerama, 11 Market Square Arcade, Hanley. Tel: 0782 268524.

SUFFOLK

Bury St. Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Bury St. Edmunds. The Computer Centre, 1-3 Garland Street. Tel: 0284 705503.
Ipswich. Brainwave Micros, 24 Crown Street. Tel: 047 350965.

SURREY

Bagshot. P & H Electronics, 22-24 Guildford Road. Tel: 0276 73078.
Croydon. Laskys, 77-81 North End. Tel: 01-681 8443.
Croydon. The Vision Store, 53-59 High Street. Tel: 01-686 6362.
Croydon. The Vision Store, 96-98 North End. Tel: 01-681 7539.
South Croydon. Concise Computer Consultants, 1 Carlton Road. Tel: 01-681 6842.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.
Wallington. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.

SURREY

Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

SUSSEX

Bexhill-on-Sea. Computerware, 22 St. Leonards Road. Tel: 0424 223340.
Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Brighton. Laskys, 151-152 Western Road. Tel: 0273 725625.
Crawley. Gatwick Computers, 62 The Boulevard. Tel: 0293 37842.
Crawley. Laskys, 6-8 Queensway. Tel: 0293 544622.
Eastbourne. Boots, 15 Eastbourne Arndale Centre. Tel:

TYNE & WEAR

Gateshead. DP Supplies, St. Andrews House, Westfield Terrace. Tel: 0632 785068.
Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. Laskys, 6 Northumberland Street. Tel: 0632 617224.
Newcastle-upon-Tyne. RE Computing, 12 Jesmond Road. Tel: 0632 815580.

WALES

Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. P & P Computers. 41 The Hayes. Tel; 0222 26666.
Swansea. Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.

WARWICKSHIRE

Coventry. Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 58942.
Coventry. Impulse Computer World, 60 Hertford Street Precinct. Tel: 0203 553701.
Coventry. JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.
Coventry. Laskys, Lower Precinct. Tel: 0203 27712.
Leamington Spa. IC Computers, 43 Russell Street. Tel: 0926 36244.
Leamington Spa. Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. O.E.M., 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS

Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Birmingham. Laskys, 19-21 Corporation Street. Tel: 021-632 6303.
Dudley. Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems. 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.
West Bromwich. DS Peakman, 7 Queens Square. Tel: 021-525 7910.
Wolverhampton. Laskys, 2 Wulfrum Square. Tel: 0902 714568.

YORKSHIRE

Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Sheffield. Laskys, 58 Leopold Street. Tel: 0742 750971.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.



RUNS ON A SPECTRUM IN 16K

```
  10 CLS : PRINT AT 2 [illegible] IVES
EY PRESENTS"
  15 PAUSE 25: BEEP .1,0
  20 PRINT AT 3,0; INK 2;
"CRACKPOT
 CLIMBER!
```

BY GARY NAZARETH

Your town has been raided by the invading Urdi tribe from across the ocean and the town has been left in ruins. The temple has been wrecked and looted, the High Priest murdered and the Casket of Relics stolen. This is your tribe's most highly treasured religious symbol, without which great bad luck will fall upon your people.

You have been chosen, as the bravest and most ferocious warrior, to take on a secret mission into the heart of the Urdi's kingdom and recover the Casket of Relics.

After days of sailing across the ocean and trekking across mountainous forests, you have reached the temple where your tribe's Casket has been hidden. The most difficult part of your mission now faces you. Numerous ledges must be climbed and fanatical guards avoided at all costs if you are to succeed in your holy quest.

Full instructions are included in the listing.

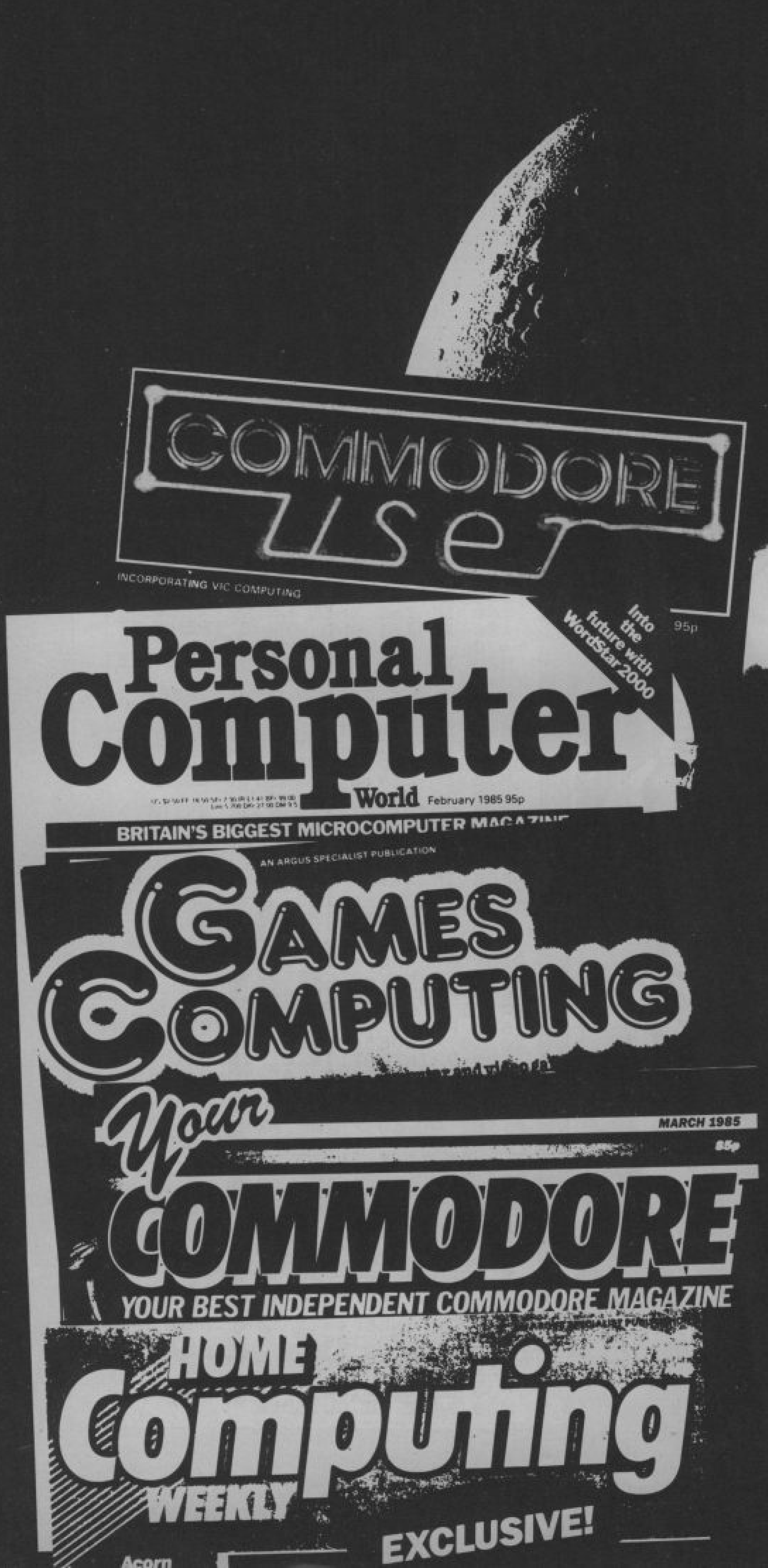
```
  30 PRINT AT 20,1;"PRESS ANY KE
Y FOR INSTRUCTIONS": PAUSE 0
  40 CLS : PRINT AT 4,8;"INSTRUC
TIONS";AT 5,8;"▀▀▀▀▀▀▀▀▀▀▀▀"
  50 PRINT AT 7,0; INK 1;
"     JUST CLIMB UP THE PLATFORMS
      AND COLLECT THE VALUBLES
      FROM THE BOX AT THE TOP.NOT
      AS EASY AS IT SOUNDS BECAUS
E     YOU ARE UNDER A CONSTANT
      ATTACK BY THE GUARDIANS OF
      THE BOX THEY WILL FIRE ARRO
WS    TO KEEP YOU AWAY.
  KEYS
  ▀▀▀▀    Z=LEFT   X=RIGHT   SPACE=JU
MP
    KEMPSTON JOYSTICK COMPATIBLE
"
  60 PRINT AT 21,5;"PRESS ANY KE
Y TO PLAY": PAUSE 0
 100 FOR F=0 TO 7: READ X: POKE
USR "A"+F,X: DATA 52,52,50,81,25
5,81,49,18: NEXT F
 110 FOR F=0 TO 7: READ X: POKE
USR "B"+F,X: DATA 20,52,40,36,98
,65,129,129: NEXT F
 120 FOR F=0 TO 7: READ X: POKE
USR "C"+F,X: DATA 44,44,76,138,2
55,138,140,72: NEXT F
 130 FOR F=0 TO 7: READ X: POKE
USR "D"+F,X: DATA 44,52,36,68,13
4,130,129,129: NEXT F
 140 FOR F=0 TO 7: READ X: POKE
USR "E"+F,X: DATA 0,56,56,57,49,
90,148,80: NEXT F
 150 FOR F=0 TO 7: READ X: POKE
USR "F"+F,X: DATA 16,16,24,20,24
,112,16,24: NEXT F
 160 FOR F=0 TO 7: READ X: POKE
USR "G"+F,X: DATA 16,16,40,36,66
,65,129,129: NEXT F
 180 FOR F=0 TO 7: READ X: POKE
USR "I"+F,X: DATA 255,129,255,12
9,255,129,255,129: NEXT F
 190 FOR F=0 TO 7: READ X: POKE
USR "J"+F,X: DATA 0,0,0,0,0,0,0,
255: NEXT F
 195 LET SC=0: LET LI=3
 200 CLS : FOR F=0 TO 160 STEP 2
4: PLOT 0,F: DRAW 255,0: NEXT F
 210 FOR F=21 TO 0 STEP -6: PRIN
T AT F,31; OVER 1; INK 2;"D";AT
F-1,31; INK 2;"C": NEXT F
```





```
 220 FOR F=21 TO 0 STEP -6: PRIN
T AT F,29; OVER 1; INK 1;"I";AT
F-1,29; INK 1;"I";AT F-2,29; INK
 1;"I": NEXT F
 230 FOR F=6 TO 21 STEP 6: PRINT
 AT F,0; OVER 1; INK 1;"B";AT F-
1,0; INK 1;"A": NEXT F
 235 PLOT 216,167: DRAW 39,0
 240 FOR F=6 TO 21 STEP 6: PRINT
 AT F,2; OVER 1; INK 2;"I";AT F-
1,2; INK 2;"I";AT F-2,2; INK 2;"
I": NEXT F
 250 PRINT AT 0,31; OVER 1; INK
6;"█"
 260 LET X=20: LET Y=0: LET YY=3
0: LET W=29: LET I=1: LET K=29
 300 LET STICK=IN 31
 330 IF INKEY$="Z" OR INKEY$="z"
 THEN LET Y=Y-1
 335 IF STICK=2 THEN LET Y=Y-1
 340 IF INKEY$="X" OR INKEY$="x"
 THEN LET Y=Y+1
 341 IF X=2 AND Y=28 THEN CLS :
LET SC=SC+100: GO TO 610
 343 IF Y=28 AND I=1 THEN PRINT
AT X,YY;" ": LET X=X-3: LET Y=Y+
1: LET YY=1: LET K=2: LET SC=SC+
10: LET I=2:
 344 IF Y=3 AND I=2 THEN PRINT A
T X,YY;" ": LET X=X-3: LET Y=Y-1
: LET YY=30: LET K=29: LET SC=SC
+10: LET I=1
 345 IF STICK=1 THEN LET Y=Y+1
 347 IF Y>=31 THEN LET Y=31
 350 PRINT AT X,Y; INK 0;"E";AT
X+1,Y; INK 0;"F";AT X+1,Y; INK 0
;"G";AT X,Y;" ";AT X+1,Y; INK 0;
"J"
 355 PRINT AT 0,0;"SCORE:";SC;AT
 0,10;"LIVES:";LI
 360 IF I=1 AND STICK=16 OR STIC
K=17 AND Y<26 THEN GO SUB 560
 365 IF INKEY$=" " AND Y<26 AND
I=1 THEN GO SUB 560
 370 IF INKEY$=" " AND Y>4 AND I
=2 THEN GO SUB 570
 375 IF I=2 AND STICK=16 OR STIC
K=18 AND Y>4 THEN GO SUB 570
 450 PRINT AT X,K; INK I;"I"
 460 PRINT AT X,YY;" "
 470 IF I=1 THEN LET YY=YY-1
 480 IF I=2 THEN LET YY=YY+1
 490 IF I=1 AND YY<=0 THEN LET Y
Y=30
 500 IF I=2 AND YY>=31 THEN LET
YY=1
 510 PRINT AT X,YY;"J": BEEP .00
1,55
 520 IF YY=Y THEN LET LI=LI-1: F
OR F=1 TO 10: OUT 254,RND*7+16:
OUT 254,RND*7: NEXT F: BORDER 7
 530 IF LI<=0 THEN GO TO 700
 550 GO TO 300
 560 PRINT AT X-2,Y+1;"E";AT X-1
,Y+1;"G": PAUSE 5: BEEP .01,0: P
RINT AT X-2,Y+1;"J";AT X-1,Y+1;"
": LET Y=Y+2
 565 IF X=2 THEN PRINT AT X-2,Y-
1;" "
 567 RETURN
 570 PRINT AT X-2,Y-1;"E";AT X-1
,Y-1;"F": PAUSE 5: BEEP .01,0: P
RINT AT X-2,Y-1;"J";AT X-1,Y-1;"
": LET Y=Y-2: RETURN
 610 FOR F=40 TO -40 STEP -1: BE
EP .1,F: NEXT F
 615 PRINT AT 0,0;"SCORE:";SC;AT
 0,10;"LIVES:";LI
 620 PRINT AT 12,0; INK 1;"A";AT
 13,0; INK 2;"B";AT 13,31; INK 6
;"█"
 625 FOR F=4 TO 30: PRINT AT 12,
F;"E";AT 13,F;"F";AT 13,F;"G";AT
 12,F-3;"J";AT 12,F;" ";AT 13,F;
" ";AT 12,F-3;" ": BEEP .1,55: N
EXT F
 630 PRINT AT 15,0;"  YOU HAVE T
HE BOX INSIDE ARE": PAUSE 25: BE
EP .1,10: PRINT AT 17,0;"* * * *
 D I A M O N D S * * * *": FOR F
=0 TO 10 STEP 2: BEEP .1,F: NEXT
 F: PAUSE 100: GO TO 200
 700 CLS : PRINT AT 10,12;"AGAIN
?"
 710 IF INKEY$="Y" OR INKEY$="y"
 THEN GO TO 195
 720 IF INKEY$="N" OR INKEY$="n"
 THEN STOP
 730 GO TO 710
 800 SAVE "C.CLIMBER"
```

A L I E N



Commodore User

❛However well you do, the game remains exciting, nail biting stuff. 'In space no one can hear you scream' the blurb says. My neighbours aren't so fortunate — I've been giving them a hard time. But who needs neighbours with entertainment like this.❜

Personal Computer World

❛The screen display is split into three areas: a map of each of the ship's three levels; a report monitor which displays the ship's and crew's status (who's next on the Alien's menu); and a command monitor. The command monitor presents you with the instructions available to you; these can be selected with a joystick. This is a particularly nice feature of the game as it eliminates typing errors.

The Alien you encounter can either be a timid beasty or a blood-curdling monster, and no doubt the intensity of your screams will reflect this.

From beginning to end you're looking over your shoulder.❜

Games Computing

❛The game follows the track of the film quite closely, with a large number of variations. (If you knew exactly what was going to happen the game would get very boring.)

The game is basically of a strategy type with adventure bits thrown in as well.❜

Your Commodore

❛The novice will require a few attempts to become accustomed with the game but the authors have thoughtfully provided a short scenario option for the space-rookie.

The cassette is accompanied by a booklet giving clear instructions for play and a summary of the film. To appreciate the game's subleties, it will help to have seen the movie which would also give the player some idea of what to expect. I hid under my cinema seat first time round — the game is true to the film. Only the bravest players should confront the Alien in the small hours of the morning. I'll say no more — the hairs on my neck are bristling again.❜

Home Computing Weekly

❛At first I was disappointed as Alien is neither wholly adventure nor arcade, but after playing several times I can say that this game grows on you. The sound effects add to the suspense as does the sudden arrival of the monster.❜

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Commodore 64

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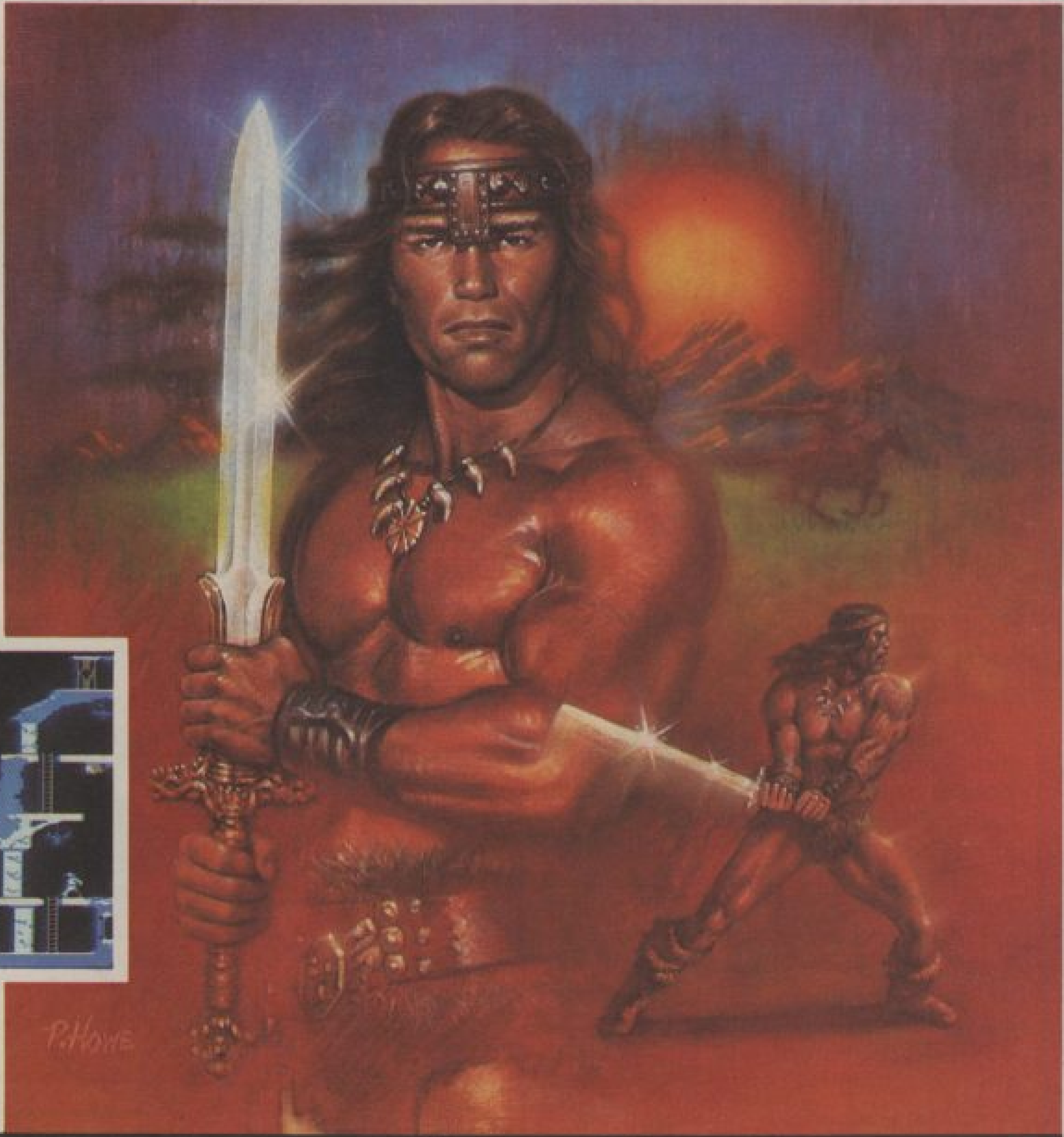
Your mission is to slay Conan's wicked rival and bring home a bounty of gems. Blocking your way are fire-breathing dragons, poisonous scorpions, vicious bats and other deadly adversaries.

If that wasn't enough, you also have to fight your way through dark caves and dangerous dungeons, while looking out for mysterious creatures waiting their moment to attack!

ATARI

64





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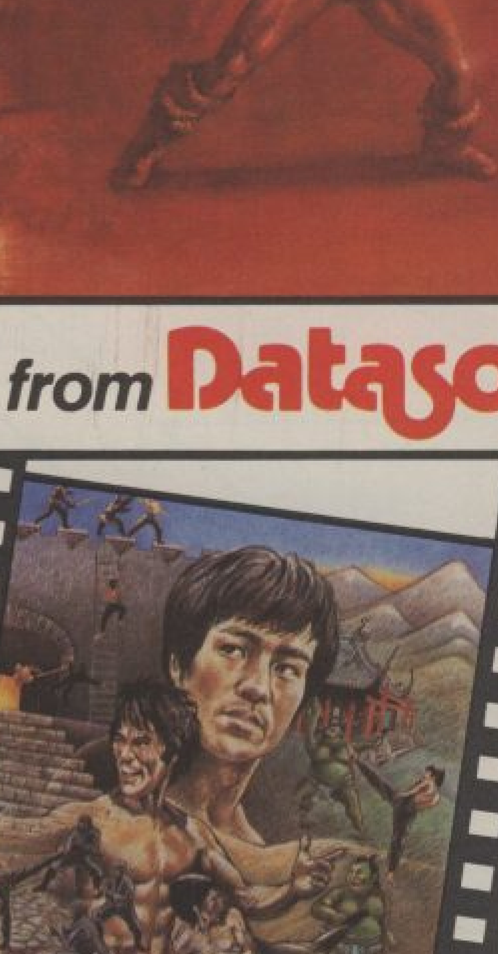
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PUZZLING



As March gales howl, thoughts of spring arise, along with the sap of new growth, and Albert's mind is pushed towards his allotment, mainly by Nora prodding him with a fork.

When he gets there, he is faced with the shambles wrought by nature and could do with some help putting the patch into some kind of shape. Perhaps you'd be kind enough to lend a mental hand...

SNAIL SWITCH

While Albert has been lounging in front of his TV, the snails have been busy squirming and sliding around in his box of plant labels. Each used to have the name of something Albert would be planting but the slimy specimens have rather messed things up.



First, they took the letters of each item and rearranged them into alphabetical order on the label. Then along came Percy, the plastic-eating parasite, who neatly snipped each label in half. Thus APPLES would end up as AEL PPS.

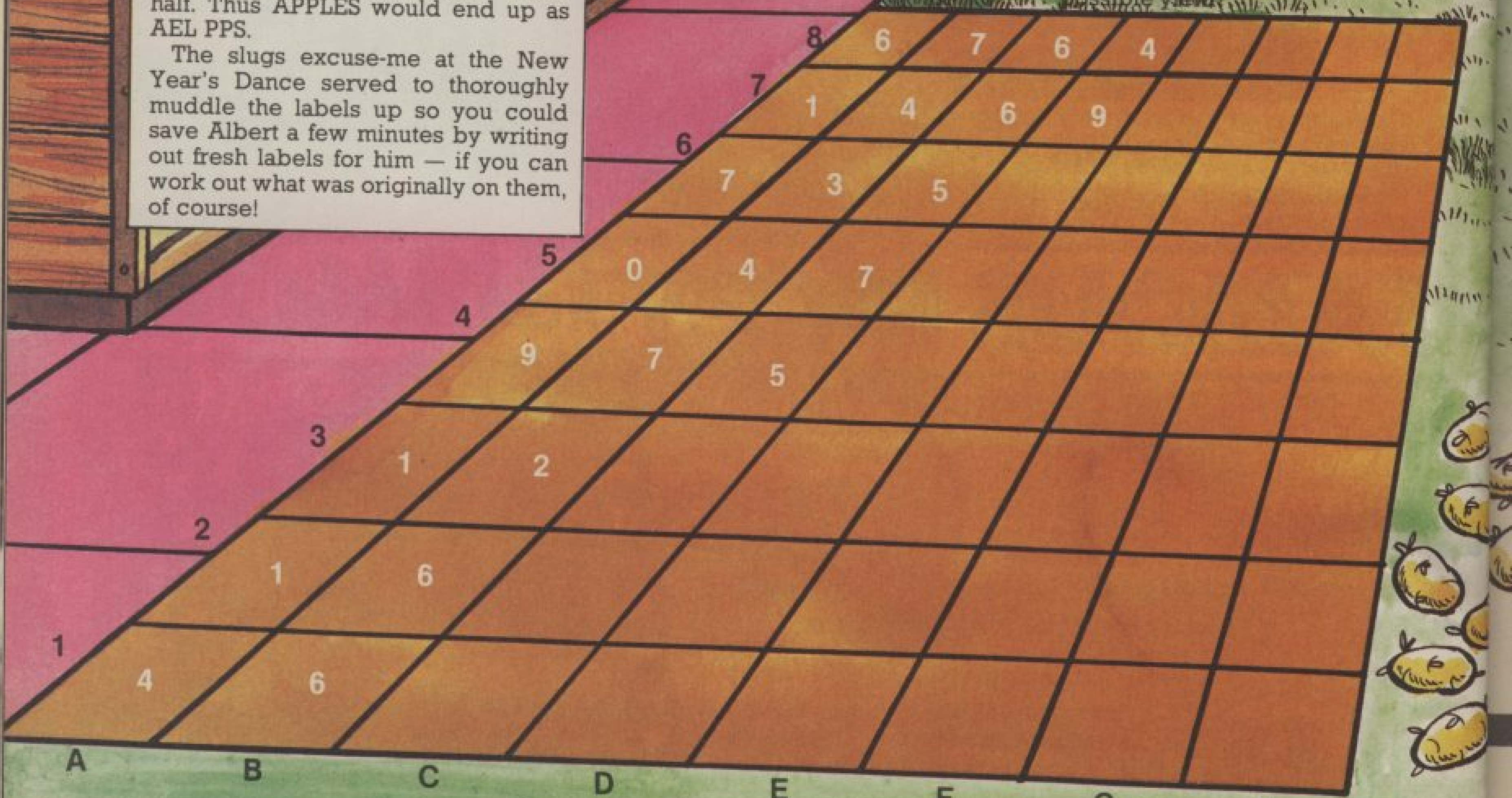
The slugs excuse-me at the New Year's Dance served to thoroughly muddle the labels up so you could save Albert a few minutes by writing out fresh labels for him — if you can work out what was originally on them, of course!

SPUDS UP

The vegetable patch has been dug and labelled. The number shows how many potatoes will be in the yield if a seed spud is planted in that plot.

Albert has just eight potatoes to plant and, being Albert, he will only plant one in each row and column and no two potatoes will lie in a diagonally straight line either.

Where should he bed down the eight Edwards to achieve the highest possible yield?





THE SOZZLED SPARROW

Another of nature's little games which has Albert leaning in a ruminative way on his fork instead of heaving compost is the trail left by a sparrow after the recent snowfall.





The bird had imbibed too freely of the juices from a rotten apple and in a highly inebriated state had staggered, hoppity-splat, around the strawberry patch.

The footprint shows the direction he took through all the places he passed through once only and the asterisks (*) show places he visited more than once.

Completely sloshed as he was, the poor bird couldn't take off and fly at all, nor was he capable of making a U-turn. Which means that at each square he either went straight on or turned right or left only.

What Albert is trying to do is work out the shortest path the sparrow could have taken from start to end of its staggering journey. Can you work it out?

JUMPING HARES

Before Albert can begin to concentrate, he must do something about the dozen hares which, true to form, are leaping madly about in the background.

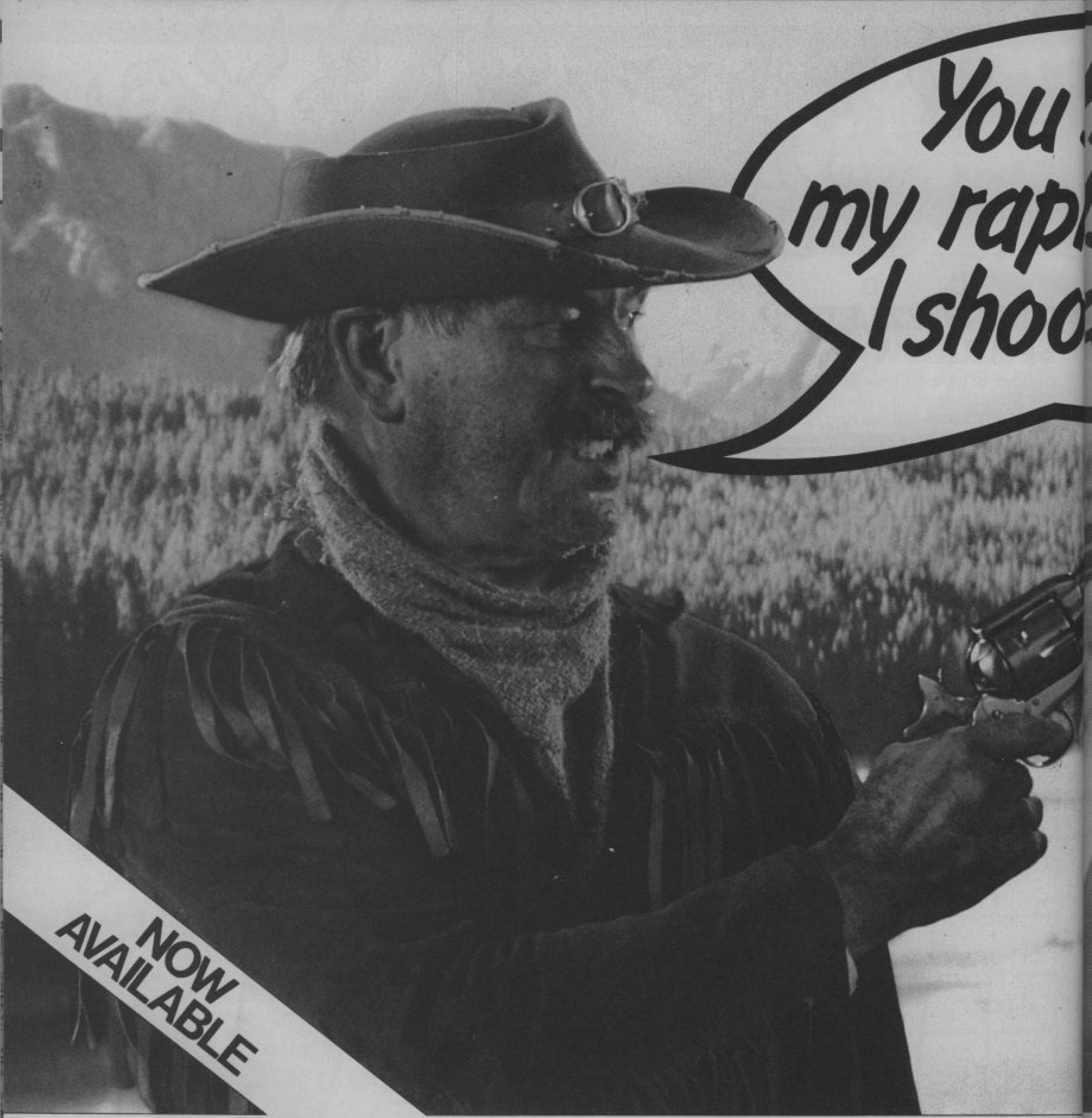
They start off in a line and a hare jumps over exactly three others before landing on the next available hare, or pile of hares.

They are trying to end up, in just eight leaps, with four piles of three hares each.

That isn't too difficult but, having spent the winter on an Open University maths course, they want every pile of three hares to have the same total.



FOR RESULTS PLEASE TURN TO PAGE 117



CLIFF HANGER

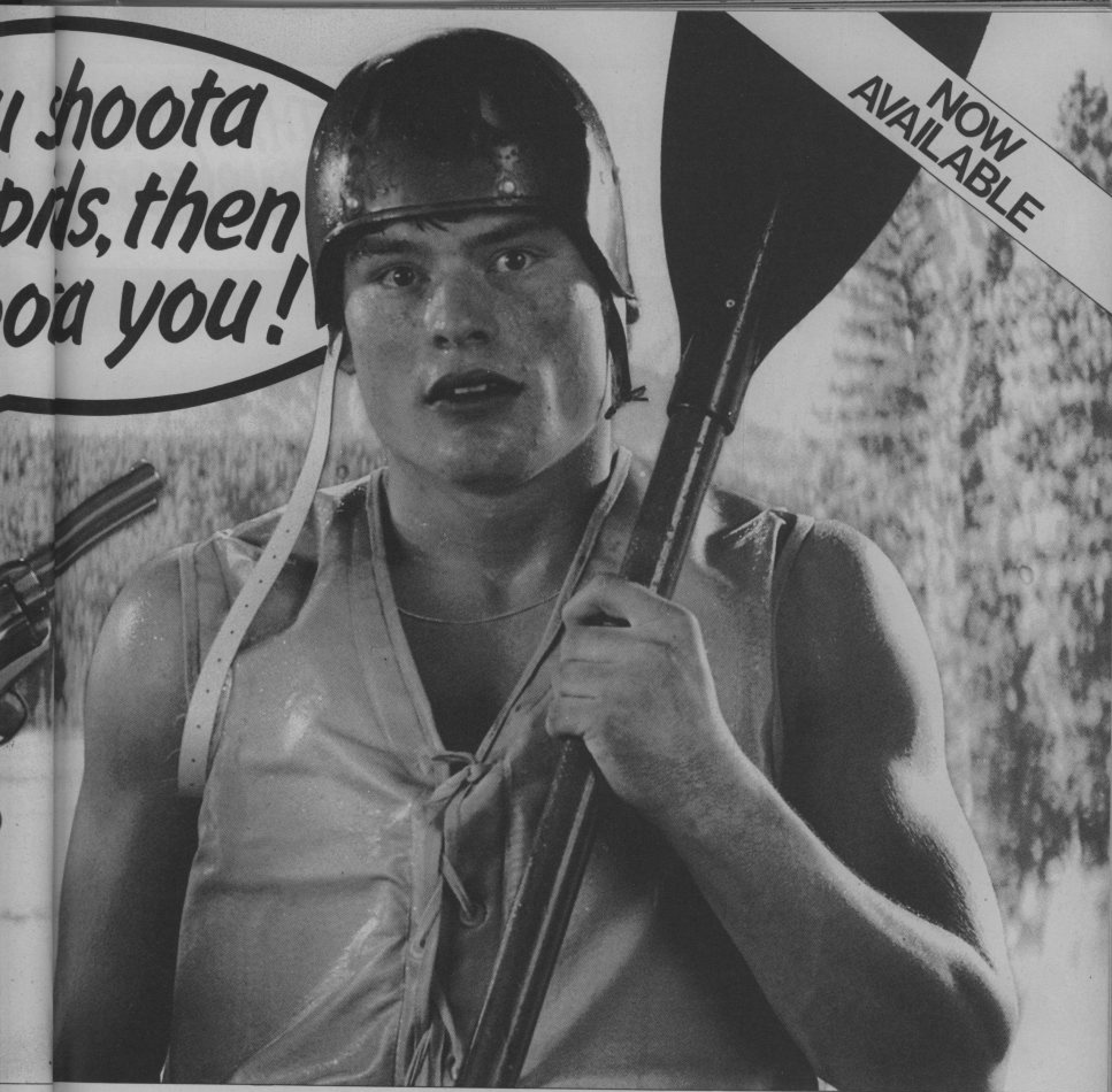
AUTHOR – JAMES DAY ORIGINAL MUSIC – BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings – but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95.**

Selected titles of New Generation Software are available from your local computer store and larger branches of: John Menzies WHSMITH Boots WOOLWORTH spectrum



Shoot the Rapids

AUTHOR – PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

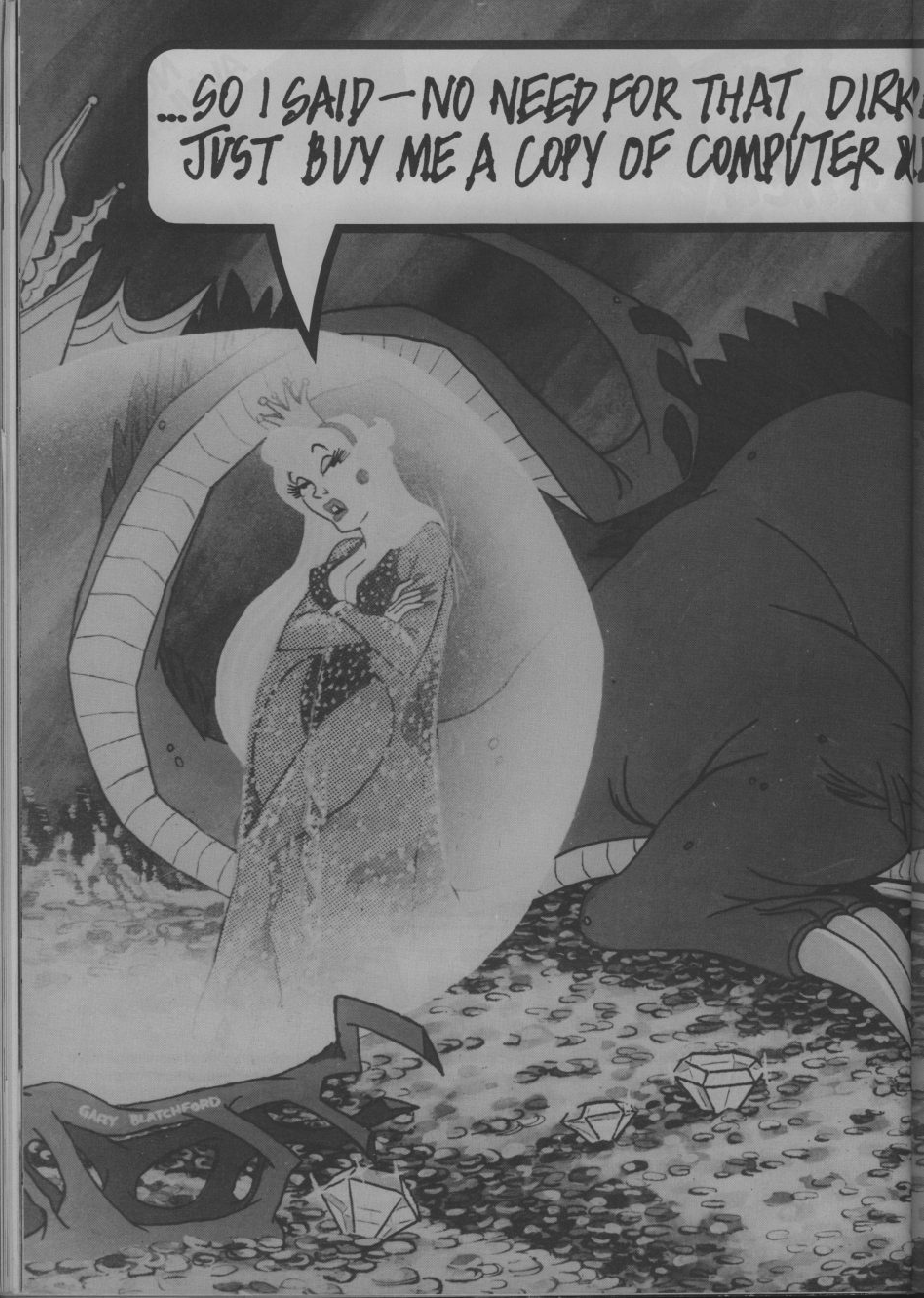
With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just **£7.95.**

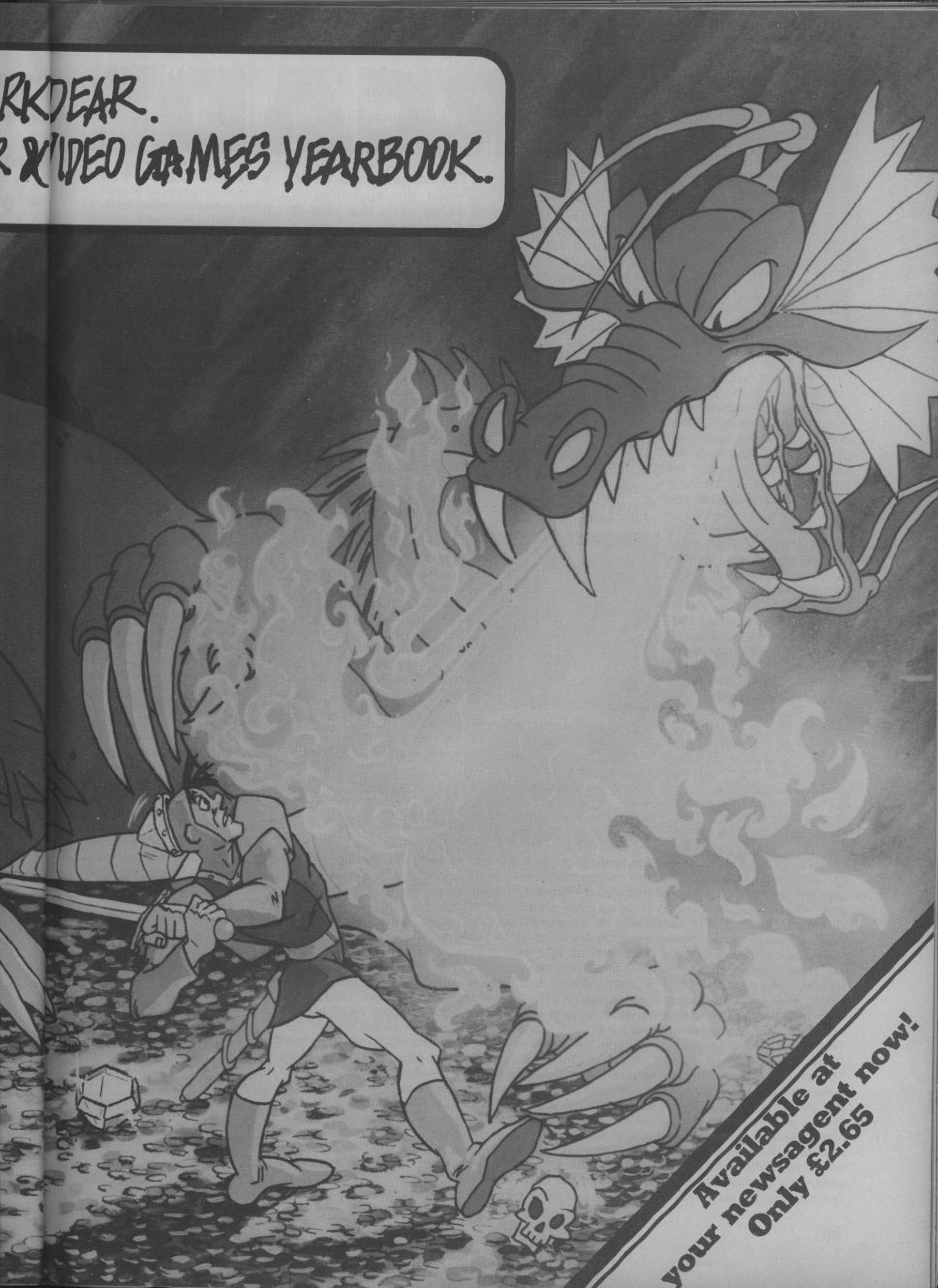
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ARCADE

The annual arcade show, The Amusements Trade Exhibition, designed to whet the appetites of arcade owners, made its debut early this year at Olympia in London. Clare Edgeley went to have a look round and to bring you news of some of 1985's hot new games including news from Luke Skywalker in *The Empire Strikes Back.* Word is out that a brand new racing game, *GP World*, is about to hit the streets as rival to *TX-I.* Plus — what you've always wanted to do — lose your marbles in a whacky game called *Marble Madness.*



Each time the pinball world settles down to normality, Williams have a pleasant habit of shocking it back to life. With the current price of the pound against the dollar, a new pintable is selling at £1,750 plus VAT. At those kind of prices the operator can no longer afford the luxury of ordering the five latest pins. He must be certain that the machine he is buying is going to be a real money taker. Williams' *Space Shuttle* is such a machine.

The game features excellent pulsating sounds and it is nice to hear the return of the voice, absent from Williams' last few games. The voice featured is that of Mission Control which talks you nicely through the game. The backflash artwork depicts the Space Shuttle, and there is a 3D model of the shuttle on the playfield.

I have a bad habit of only reviewing American machines. This is to be immediately rectified, as I review a machine from Europe's top manufacturer, Zaccaria of Italy. You may have seen *Farfella, Magic Castle* and *Devil Riders* in your local arcade. All of these machines are feature packed, but share the one innovative feature, whereby the player has to complete a sequence to drop a ball ramp to allow access to the top playfield. Their latest release is entitled *Robot* — check this one out. The artwork, normally their downfall, is above average and the playfield is amazing. There is a tunnel running above the deck, across the far end, and the Robot Bridge which runs the ball up and across the playfield. It's different to say the least.

DON'T LOSE YOUR MARBLES!

Somewhere, in a galaxy far removed from anything we as earthlings know, exists a planet with a very basic life form whose one aim in life is to beat its contemporaries in a race from the top of its city to the bottom.



You cannot get anything much more basic than a marble, and a new and original game from the Atari stables was launched at the ATE show — *Marble Madness* — featuring these useless round objects.

The race course is suspended in mid-air and seems to be composed entirely of narrow funnels and gang planks from which it is all too easy to roll off into a bottomless void.

Control of your marble is simple. A track ball provides a 360° control of the ball's movements. Rolling it upwards will decrease the marble's speed and rolling downhill will increase it.

Various obstacles are placed in the ball's path and it will take a little practice to be able to get around these. Beware swinging trap doors and Slinkies — they like nothing better than to gobble up your marble as it passes through the slinking zone.

There are six different waves of increasing difficulty levels, each with its own lanscape. Expect the unexpected when dealing with marbles. Should you fall down a level, the ball will shatter and crumble to dust, whereupon a dustpan and brush will appear to sweep away the debris. A new ball will appear at the spot the old one went over the edge.

Although it's fun playing against the computer where you have a set time to finish the course — a two player game is more exciting as you can do the dirty on your partner by bumping him into space whenever possible.

Its very simplicity should make *Marble Madness* a hit in the arcades.

Watch out for it, it's very playable. The next time you lose your marbles — you'll know where to find them!

THE EMPIRE STRIKES BACK!

Once again, the fate of the Rebels lies in the capable hands of Luke Skywalker and Han Solo as they fly across the frozen wastes of the planet Hoth to bring the Empire to its knees.

At last, Atari has launched *The Empire Strikes Back*, the middle section to the Star Wars trilogy where the forces of good and evil battle for supremacy.

Many of you will have seen the film and the game follows sections of it closely. For those who haven't, Luke Skywalker is being trained to the status of a Jedi Knight so that he can help a small band of rebel warriors defeat Darth Vader and his Imperial Forces.

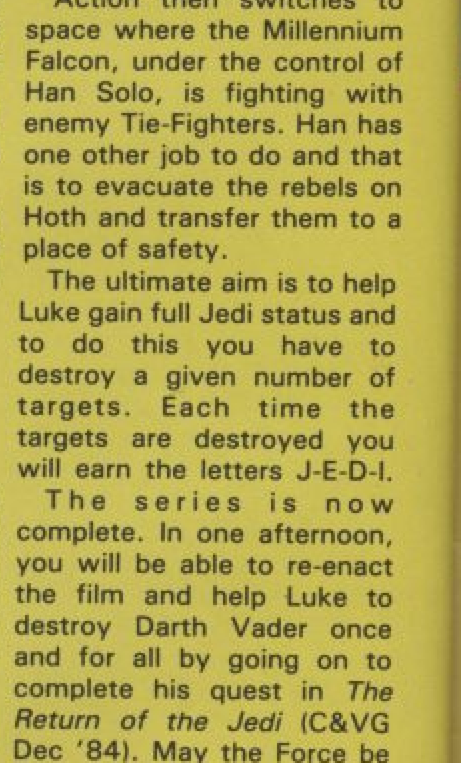
You play the part of Luke who is battling to destroy the gargantuan Imperial Walkers, great monsters resembling a cross between the horse of Troy and massive metal camels. The only way to annihilate them is to blast their controls and so render them incapable or to throw tow cables around their legs to bring them crashing to the ground.

Not a moment to relax. No sooner have the Walkers gone than Darth Vader sends bands of Probots against Luke in his Snow Speeder. If these monsters are not destroyed, the men operating them will transmit a message to Darth Vader informing him of the whereabouts of the Rebel base. Blasting Probots is no easy task as they return Luke's laser fire in an attempt to wipe out his shields.

Action then switches to space where the Millennium Falcon, under the control of Han Solo, is fighting with enemy Tie-Fighters. Han has one other job to do and that is to evacuate the rebels on Hoth and transfer them to a place of safety.

The ultimate aim is to help Luke gain full Jedi status and to do this you have to destroy a given number of targets. Each time the targets are destroyed you will earn the letters J-E-D-I.

The series is now complete. In one afternoon, you will be able to re-enact the film and help Luke to destroy Darth Vader once and for all by going on to complete his quest in *The Return of the Jedi* (C&VG Dec '84). May the Force be with you.



THE PERILS OF A PAPER ROUND

Getting up early in the morning to do a paper round is hard at the best of times, but in some areas it's downright suicide. Only the toughest will survive.

The going gets really rough when you have to ride up Hard Way in Atari's *Paperboy*. Medium Road and Easy Street aren't exactly a bundle of fun either. They're probably the toughest streets on any paperboy's round.



And the hazards. An army assault course is peanuts compared to what these guys have to go through. With a heavy load of papers balanced precariously on the handlebars, the aim is to throw the morning papers into the mailboxes and porches of those houses on your round. You can always tell your houses — they are painted in light colours. Those who aren't your customers are in dark colours and have welcoming slogans like "Get Lost" on their doormats. These people are treated with derision and extra points can be scored by aiming the papers at windows and other targets to cause as much constructive damage as possible.

Watch out for other kids breakdancing on your route, playing around with remote controlled toys, loitering dogs, hedges and workmen and especially cars.

It's easy to get distracted and then — CLUNK — you come to in a heap on the sidewalk.

A neat innovation has been added to *Paperboy's* controls. Gone are the standard firebuttons and joystick — jutting out from the cabinet is a set of bicycle handlebars complete with non-slip rubber grips and a tiny fire button for throwing the papers.

Pushing the handlebars forward, in a manner of most joysticks, will increase your speed and pulling back will reduce you to an almost falling off wobble. Sudden braking can produce a beautifully controlled skid if you're good enough. If you aren't — too bad.

Should you manage to complete your street by delivering the right papers to the right houses, you'll be rewarded with the paperboy's training course, which takes the form of a BMX assault course, full of jumps and obstacles. A group of friends will be awaiting at the end of your gruelling ride to welcome you back to safety for another day.

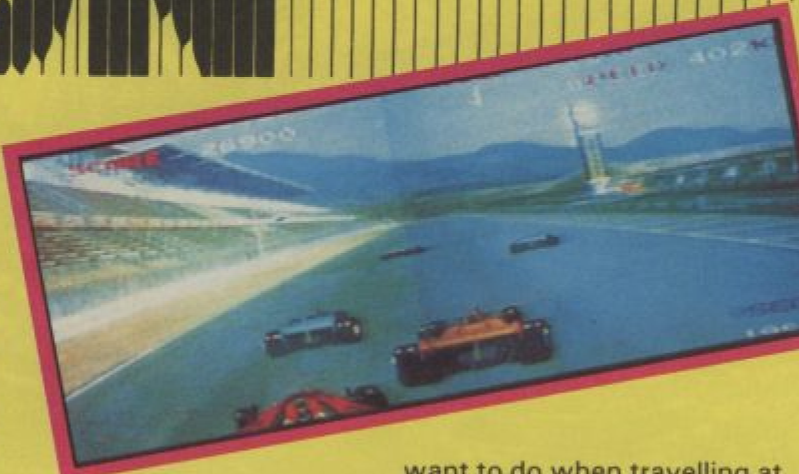
You start off the game on a Monday morning and if you can prove yourself will join the ranks of successful riders and will carry through to Tuesday and so on through the week. When the new week starts, you will have to contend with Medium Road and eventually Hard Way, each of which offers more and more scope for your nerve and ability to ride out of trouble.

If this is what a paper round is really like — you'll take my advice and stay safely tucked up in bed. Only daredevils need apply to ride this course.

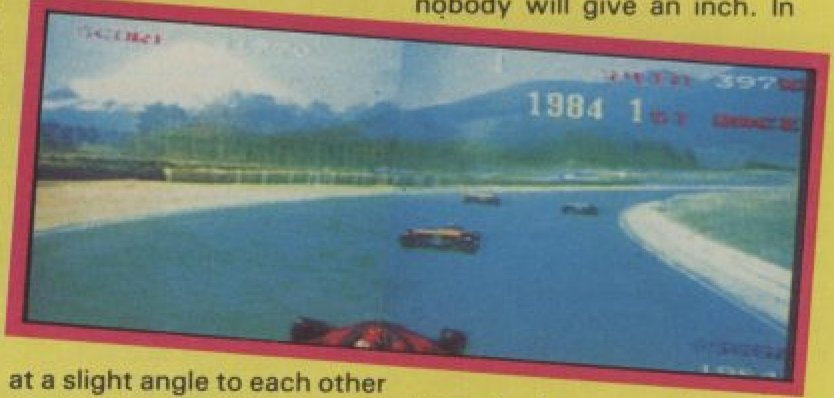
WHY NOT GET ON THE RIGHT TRACK?

Racing games and sports themes have cornered the market in the arcade world and, not to be outdone, Sega has come up with an exciting new game which, if a success, will surely rival Atari's *TX-I*.

GP World, one of the only laser disc games at the show, is another Grand Prix racing game incorporating some new features. It is dual screened and offers you the chance to try your prowess behind the wheel round three circuits ending up, funnily enough, with the Mount Fuji race circuit in Japan — a feature which is included in almost every other racing game.



The cars are superimposed graphics set on real film of the three tracks. Taken from the driver's view — close to the ground — it produces a very realistic effect, made doubly so by the two super wide screens the game incorporates. These are set at a slight angle to each other so that when sitting in the driving seat you have an incredibly wide view of the track unfolding in front of you with only a slight line down the centre to show the join. However, if you are viewing the game and standing a little to one side, you get a distorted view as if a chunk from the middle is missing.



As well as the usual high/low gear, you also have an accelerator, brake and three dials on the dashboard to add an extra touch of realism. They give you your fuel, revs and oil status at any time throughout the race, though from experience the last thing you want to do when travelling at break-neck speed is to tear your eyes away from the track — even for an instant.

Before you can enter the Grand Prix of your choice, you have to participate in a preliminary race. It's fairly easy to get through and if you don't have too many blow-outs and pile-ups you'll be well on your way to victory and a good position at the start. The green light flashes, engines rev, foot down and you're off, travelling at a suicidal speed towards the first chicane. Watch out for the cars in front of you and those coming up alongside — it's every man for himself and nobody will give an inch. In the actual race, you have to complete two circuits within a given time to qualify for the next race.

The game handles well although it is very easy to over-correct when in a skid. The controls are very sensitive and a heavy hand on the steering wheel will be enough to send you out of control and out of the race. The background which was shot on location flashes past as you whizz along and you barely have time to marvel at the scenery.

GP World is probably the closest simulation to a Grand Prix race that you are likely to find in the arcades at the present.

LETTER FROM AMERICA

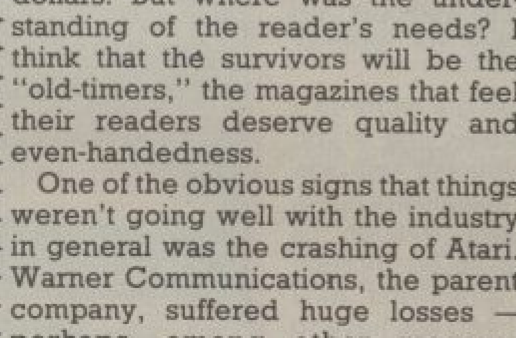


The American computing field seems to be constantly changing. Not content to just add or adapt a bit from year to year like a television set, each couple of months seem to bring new turmoil. How does this affect the computer enthusiast, the gamer? We have a lot in common with you folks in the UK. We're all interested in computers, software and what makes the gaming world tick. I'll try to talk about some of the things that are happening and changing here, that might affect you as well.

Publishing a computer magazine in the US doesn't seem very profitable lately. Dozens of once-thriving titles have disappeared. There are less than three like *C&VG* now — a few months ago there were more than 20. And greed is part of the reason. Computers seemed like such a good thing that every publisher and his mother got in on the act. Reporter, Denise Caruso, of *Infoworld* (the weekly computer newsmagazine) agrees. "I think that what happened is that people saw a boom but they oversold themselves, and a lot of companies did the same thing. Enthusiasm was high," she continues, "but everybody got scared when growth slowed down. Remember, we're not dealing with marketing professionals — a lot of the people were new to this, more entrepreneurs than computer specialists." Caruso feels that too many people couldn't take realizing that the golden egg had some lead in it and went around screaming that the sky was falling. And just like Chicken-Little, enough screams provoked a bad response.

My feeling is that, while you don't need to know everything about a computer in order to publish a magazine about it, there does have to be a love for the subject. It looked like too many publishers decided that they needed a computer magazine because there seemed to be outstretched hands holding dollars. But where was the understanding of the reader's needs? I think that the survivors will be the "old-timers," the magazines that feel their readers deserve quality and even-handedness.

One of the obvious signs that things weren't going well with the industry in general was the crashing of Atari. Warner Communications, the parent company, suffered huge losses — perhaps, among other reasons, because they thought people would buy "movies" made into video games. But the American consumer didn't spend his or her dollars on adaptations of *Raiders from the Lost Ark* or *ET, the Extra Terrestrial.* Competition from numerous companies (some making awful games), plus a movement away from the VCS machine didn't help either.



PQ — The Party Quiz Game



The final result was that Jack Tramiel was able to snap up the ailing company. Tramiel is best known for his amazing salesmanship which turned Commodore into the top dog of the low-end computer heap. He didn't buy the company for peanuts and there's an estimated 400 million dollars in debts to deal with. But nobody thinks Tramiel did it for laughs — he is a man who gets what he wants and turns a profit in doing so. The question is — will the millions of Atari users also profit? Right now nobody seems to know anything. Atari is like the Sleeping Beauty,



Championship Lode Runner

awaiting the kiss. The holiday season may see some life, some indication of what is going to happen. But for now — Atari sleeps on.

Time to move on to some of the great new games that have appeared. Trivia board games have become quite a rage here in the States and software companies have been rushing to get their versions out on the market. One of the best of those currently available is PQ — *The Party Quiz Game,* from Suncom (available for IBM, Apple, Atari and Commodore). I like it for a number of reasons, the first being that hand controllers come with it. You don't have to touch the computer at all. The designer obviously thought ahead because four controllers can be used, even with the two-slot Commodore. The game uses bright graphics and a moving "time bar" to count down as the questions and possible answers are displayed. An option lets everyone score for a right answer which makes the game more enjoyable for groups. Since my 91 year-old uncle can't read the screen as fast as I, a handicap feature slowed me down (he beat the pants off me, by the way). The program comes with a "General Edition" disc and other types of question areas are forthcoming.

I saw the worst example of breakdancing in France last April. Four guys were making themselves look

LETTER FROM AMERICA

A LETTER FROM AMERICA

very silly as they tried to perform in a street of Montmartre, while a crowd watched with sour looks. Now I can't jump on my head (or turn flip/flops either), but fortunately Epyx software has a way for me to still try it out. Their *Breakdance* program features a series of action-oriented games in which your surrogate dancer can spin his way to high steps and scores. You can also record and play back a sequence you've created. Different New York street scenes liven up the action and the jazzy, funky music is very entertaining. Epyx has also come out with a most desired cartridge that speeds up the disc drive operations of the Commodore. It is compatible with most software and is really a must for players of interactive adventures.





Championship Lode Runner — the book

From Electronic Arts comes *Realm of Impossiblity*. This is an enhanced version of the same author's *Zombies*, wherein you navigate through three-dimensional rooms, casting spells in your search for points and treasures. What I find most refreshing is that, like *PQ*, *Realm* invites two players to participate with each other rather than compete. Two playing together doubles the fun and both must work together in order to succeed. One player can also resurrect the other from a premature death. Some games encourage the player to sit huddled up, alone. *Realm*, however, seems made for twosomes.

Sega has released two favourites from the arcades for the Commodore and Atari — *Spy Hunter* and *Tapper*. *Spy Hunter* is a combination of *Turbo* (with less awesome graphics) and a James Bond adventure. You race across a vertically scrolling road, pursued by a variety of enemy vehicles. A wily helicopter dropping bombs (with corresponding craters in your path) must also be dodged. A van can be docked with to supply weapons such as forward machine guns, rear smoke screens and oil slicks. There are even times when you can change into a speedboat. Controls can be either keyboard or joystick, with a second joystick necessary to activate the rear weapons. This would normally be impossible to handle, but Sega conveniently supplies a special bracket with purchase that joins the sticks together. The game translates well from the arcade and is a must for racing/shooting fans.

Tapper deals with supplying a barful of thirsty patrons with drink, while cleaning up after them and trying to maintain your cool. The animation is excellent on the disc version, even the limited memory cartridge looks good. Eye/hand co-ordination was never so vital as here. The "personalities" of the various patrons are hilarious.

After you've gotten through *Tapper* unscathed, it's time to push your skills to the limit and take on *Championship Lode Runner* (Commodore 64). The very popular *Lode Runner* had you infiltrating treasury rooms in search of gold that had to be kept from the Bungeling Empire, as evil guards dogged your every step. There was also an option to create your own treasure rooms. *Championship* pushes your ability to the limit with 50 rooms. Besides making a hint book available, Broderbund will also send you a personalized Champion Certificate if you complete all 50 levels, but you'll need the special password that only appears at the end. It's a good thing you can save a game in progress. Climbing, jumping fans — take note of this one.

That's about it for now. I want to hear your comments and suggestions on what you'd like to read about in this column. Please feel free to write to me c/o *Computer & Video Games*. I may not be able to answer everyone personally — but I'll sure try.



Championship Lode Runner

Championship Lode Runner
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Broderbund and Electronic Arts games are available through AriolaSoft in the UK. *Breakdance* is available from CBS Software, while *Tapper* is on the US Gold label in this country.

The Author

When he's not operating his photographic studio in New York, Marshal M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and technology.

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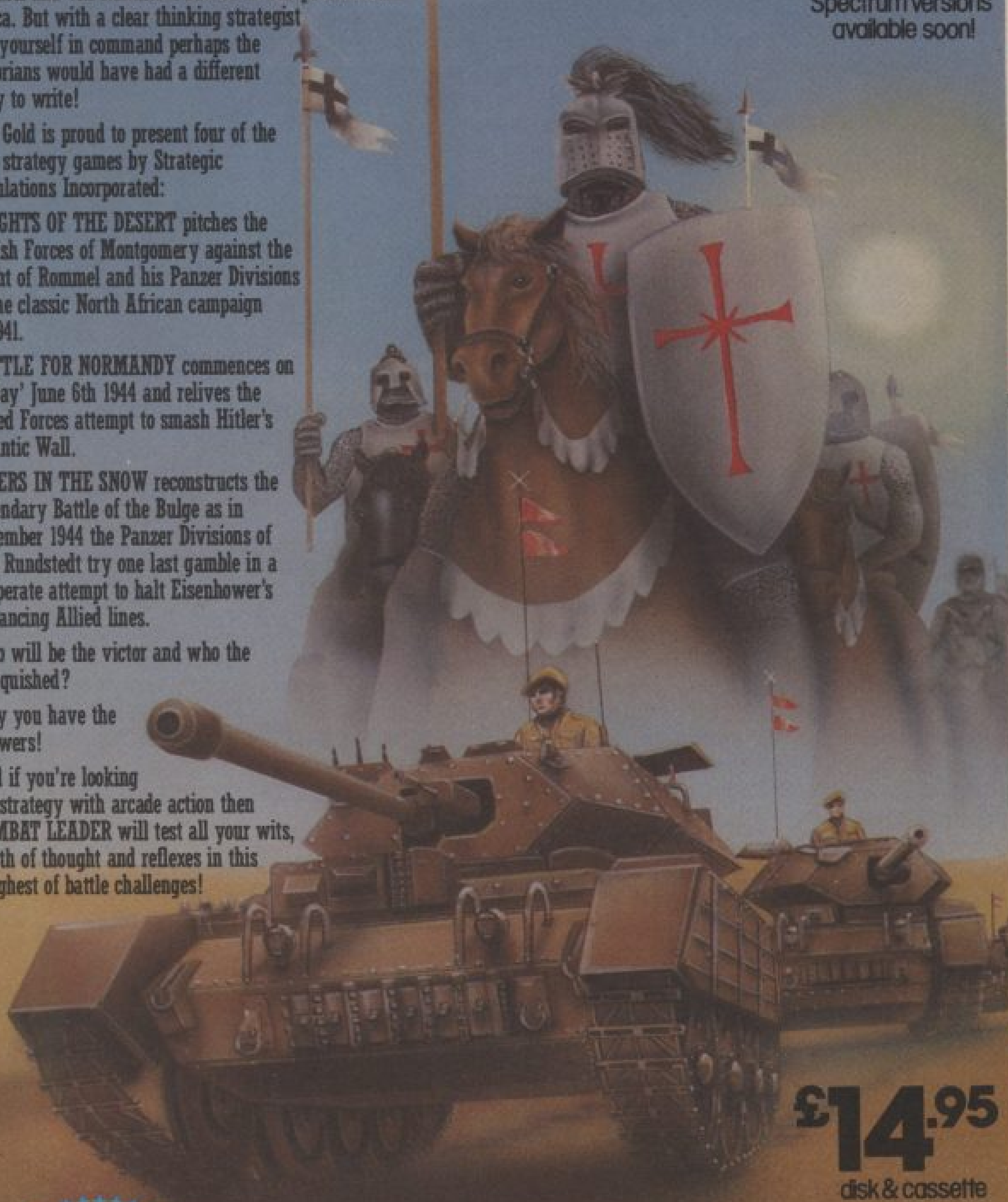
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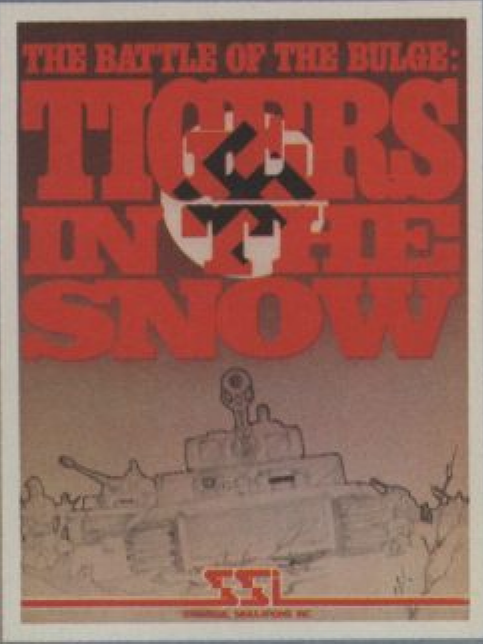
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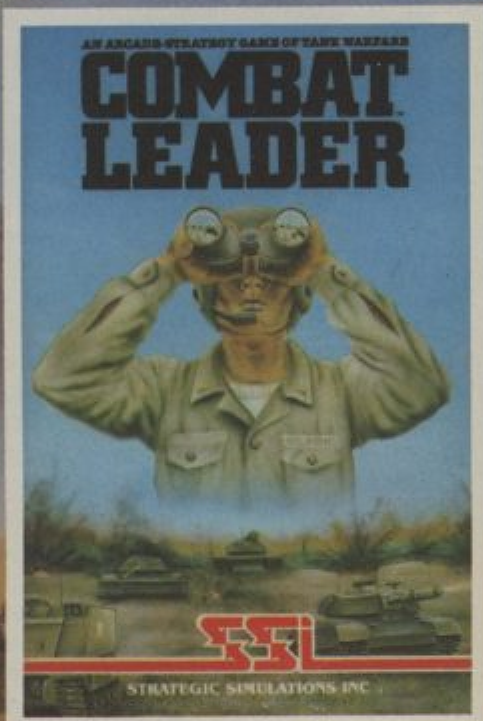
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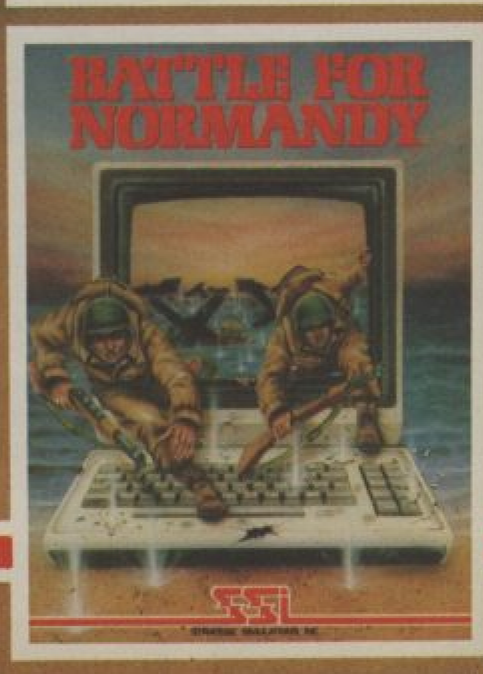
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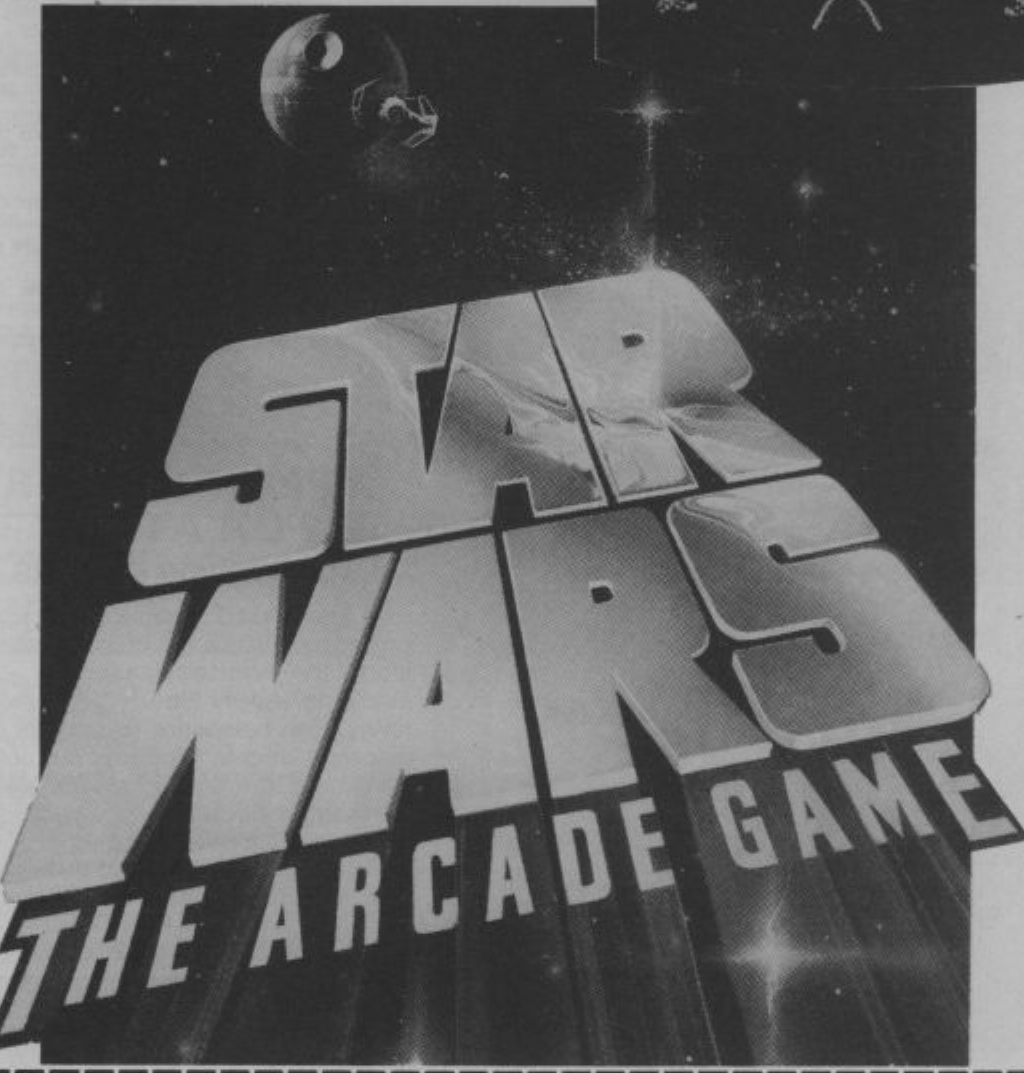
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Silica Shop have a whole range of new games available for the VCS, including *Star Wars* and *Gyruss* from Parker Brothers, plus a new range of games for a German company called Gakkan, who have licensed some Konami arcade titles for the VCS. These include *Pooyan* and *Strategy X,* a tank battle game. Watch these pages for more details of these new games. Meanwhile, if you've got a VCS, put your brain in gear and enter our competition. You won't regret it!

THE QUESTIONS

1. What were the rebel space-craft which attacked the Death Star in the first *Star Wars* film called?
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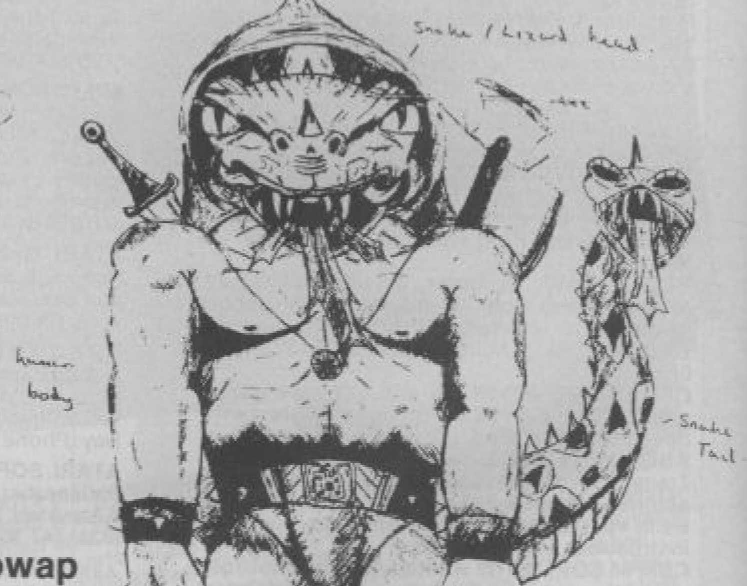
FIGHTING FANTASY
RESULTS

Way back in November last year we asked you to come up with some monster ideas. And you did just that. Hundreds of horrible aliens, nasty space barbarians and assorted evil creatures invaded the *C&VG* offices in search of prizes like 20 copies of the *Forest of Doom* Adventure game for the Commodore 64 and 50 *Fighting Fantasy* books for people who don't own a 64.

Here we present just some of the many entries we received for our Fighting Fantasy Design a Monster competition. Our readers never cease to amaze us with their many ideas and considerable talents! Sorry we can't reprint more of the many great drawings you sent us — but the rest of the winners will be receiving their prizes very soon. A full list is available from the *C&VG* office.



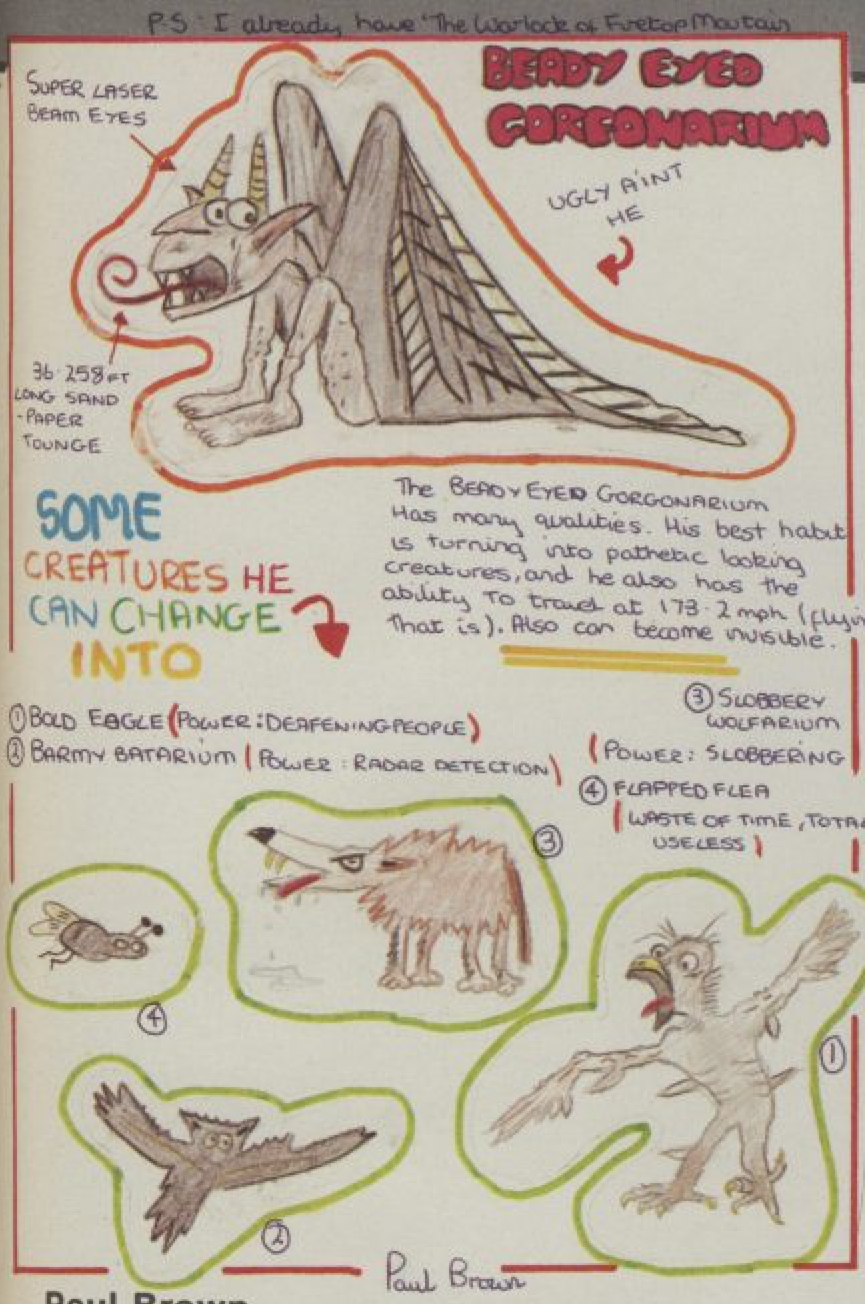




Above:
Stuart Cowap

Right:
Chris Williams

Left:
Rufn Mills



Paul Brown



Above: M Azhar

Below: Timothy Eggleton





Peter Stitson

THE CAMELID TOUR '84

What do programmers do on their holidays? We decided to ask the man who launched a thousand camels and other assorted furry creatures, JEFF MINTER. Read on for a really cosmic experience.

It all started early in 1984, just after I'd moved in to my new lab/games room extension. I'd decided to have a mural done all down one wall of lots of llamas. The artist who came to do the painting brought lots of source material featuring my favourite beasts, and in one magazine was an article about someone who'd been to Peru, the very centre of camelid territory, for a holiday.

As any follower of my game style will doubtless know, I have long been a fan of llamas and Peruvian stuff in general. It had often seemed to me to be a good idea to actually go there, but I didn't think that many people ran tours there. There couldn't be very many llama freaks in England wanting to go . . .

Luckily for me there are a small number of firms specialising in unusual trips abroad, and it was with one such firm that I booked a 15-day tour of Peru. There are only two or three trips per year and the one I picked coincided with the *PCW Show*. So in due course I shouldered my bag and left Olympia headed for the tube, Heathrow and subsequently Peru.

The flight was gruelling, to say the least. From London (where I had a final few games of *Galaga* at the airport, needing a final fix of video games before departing for unknown territory) we went to Madrid where we waited three hours in the airport. Finally boarding the Iberia jet at 2.00 in the morning, there followed an exhausting 18-hour flight with stops at Puerto Rico, Bogotà, Ecuador and finally Lima. After such an ordeal you never, EVER want to see another plastic tray of airline food as long as you live!

We staggered off the plane but I cheered up as we queued for Immigration, because over Passport Control was the symbol of the Peruvian national tourist board — a vicuna (like a llama but smaller and more delicate).

After stashing the bags at the hotel I set off for a wander around the capital city of Peru. A short distance up the road was the Bing Bang Arcade, a fairly dingy but adequately stocked place (*Defender, Sega Turbo, Scramble, Time Pilot,* plus a few others).

There were masses of shops selling model llamas, llama rugs, jumpers, hats, scarves, even gold and silver llama jewellery, pottery llamas, llama belts, even llama matches! In the main square is the cathedral (very ornate) and some of the main Government buildings, patrolled by guards toting sub-machine guns, and also a water cannon (which they didn't like my taking photos of).

Whilst in Lima we toured some of the more interesting museums, including the famous gold museum which contains an immense private collection of Inca gold (yes, there WERE gold llamas there . . .) and tried some of the Peruvian food.

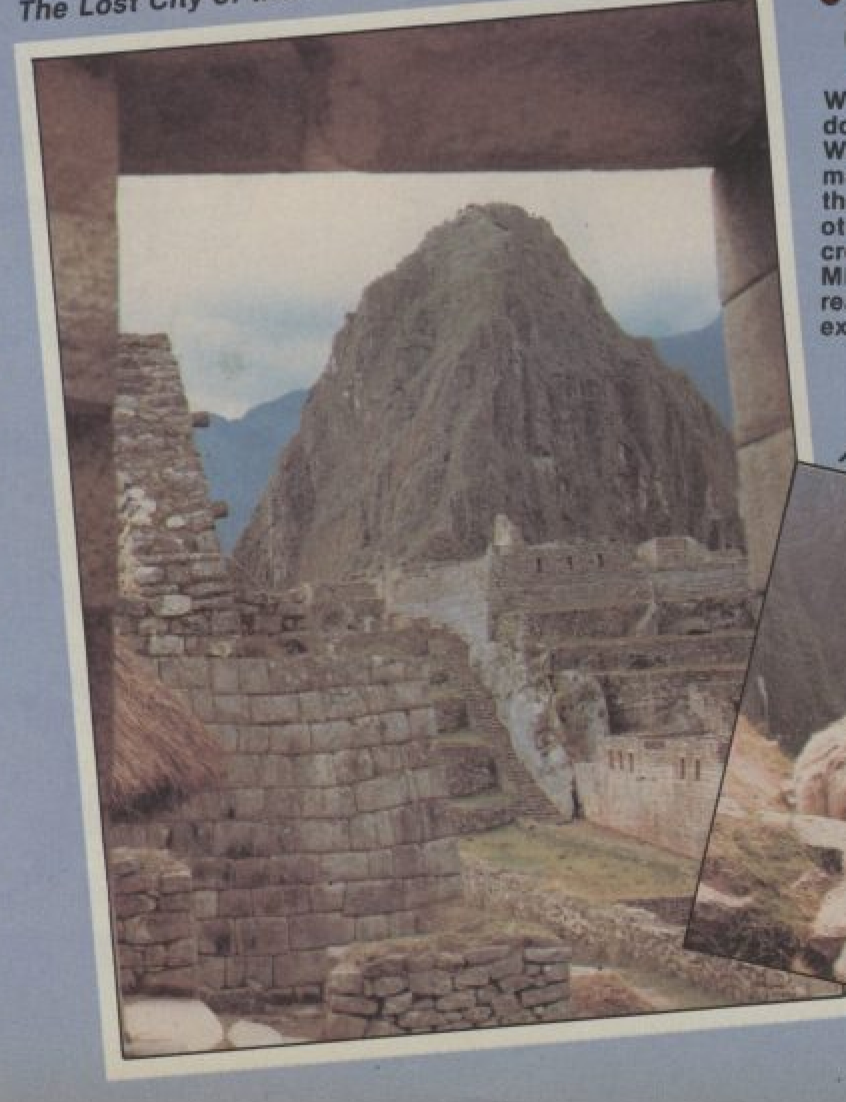
After a couple of days in the capital, we left to tour some of the other parts of Peru. First on the agenda was Arequipa, the second largest city and situated in a beautiful setting beneath a conical volcano (like Mount Fuji, the one you see in the background of *Pole Position*). After Lima which was interesting but a little dingy, Arequipa was very refreshing. The mountain air (this was about 8000 feet) was clear and the sun warm and bright. We explored the city on foot (the best way, I might add, to explore any city) and it was here that I first drank Inca Kola! This amazing drink is as big as Coke out there — they have huge adverts all over the place and even on the radio. Mind you, it is nothing at all like Coke — it's **yellow** for a start and tastes like ice cream soda but a bit tangier. It's ace! I drank gallons of the stuff out there and sorely miss it now!

Close to Arequipa is the Colca Valley, an amazing place little known outside Peru. Within the Valley are villages which are being visited for the first time now after 400 years without any outside contact. The Valley itself is the deepest ravine on Earth, being **twice as deep** as the Grand Canyon in Cruise-Missile-Land . . .!

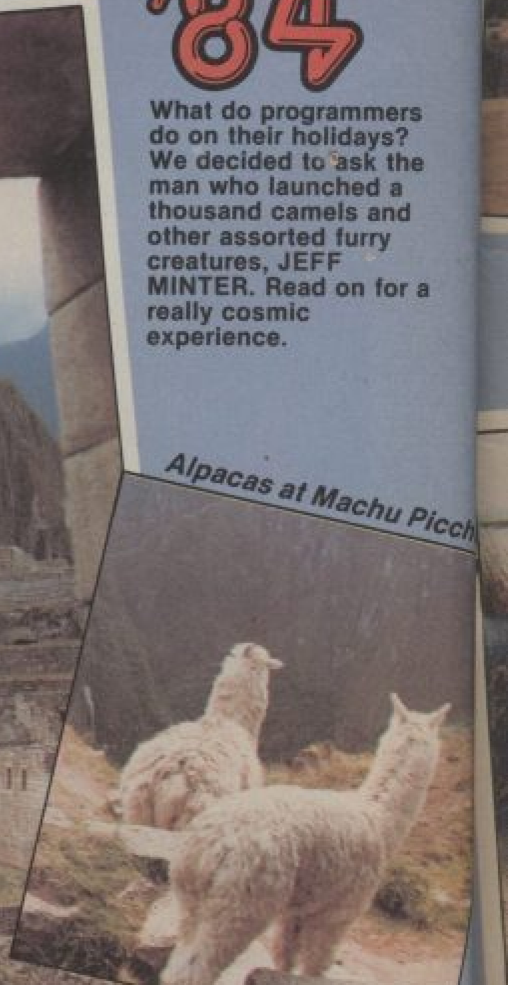
After Arequipa we proceeded to Puno, located on the shore of Lake Titicaca, the highest navigable lake in the world at around 13,000 feet. At this height we all learned the "high altitude shamble", a slow, lazy walk you have to adopt if you're going to explore: there's only two-thirds as much oxygen in the air as there is at sea level and too much exertion is very tiring. Many of our tour grop developed headaches and sickness and some had to be given oxygen (available free on demand in all the hotels!), but I was OK, probably because I'd been doing regular running for a few months before the trip to prepare for the high altitude.

Here we visited the descendants of the Uros Indians. These people actually live on Lake Titicaca, on incredible floating islands made of reeds. We visited an entire village floating on such an island, which was weird. The ground undulates under your feet, and one fat German actually put his leg right through the

The Lost City of the Incas, Machu Picchu.



Alpacas at Machu Picchu



island into the foul-smelling ooze beneath (yak yak!). There was even a floating school on the island . . . can't be many of THOSE in the world!

Also in Arequipa I encountered a flock of alpacas (like sheep built on a llama framework) which lived around our hotel. Most of them were friendly (as were nearly all the llamas and alpacas with which I came to grips in Peru) but there was one alpaca with only one eye who distinguished himself by the ability to spit with unerring accuracy from any angle. Approach him from behind and he'd swivel his head 180° and ZAP!

The locals turned up one day and were vastly amused as One-Eye scored hits on some of the old dears who'd come out to take photos . . . but I really freaked them out (and One-Eye too, I expect) when I became the first "gringo" they'd ever seen actually SPIT BACK at an alpaca!

After a few days in Puno we took the train to Cusco, the old capital of the Inca Empire. The train journey took about eight hours, passing through spectacular Andean scenery, and I spotted vast herds of llamas from the train windows. Above Cusco we visited the vast Inca fortifications of Sacsayhuaman, where vast stone blocks which look like they've been cut with precision lasers are formed into enormous walls. The joints between the stones are so good that even today you can't get a knife into some of the cracks.

We took a trip out to the ruins at Ollantaytambo, a breathtaking journey by bus through the Sacred Valley of the Incas. Some of the photos I took from that bus look like they were taken from a 'plane window. All the while I was listening to *Pink Floyd* on my Walkman, and the combination of amazing scenery and music was a freakout. The ruins themselves are more evidence of the fantastic stoneworking abilities of the Incas. Not even the local people there today know how the structures were made so perfectly. By the end of the day my mind was pretty well blown . . . but the best was yet to come.

From Cusco we left by train to spend two days in the Lost City of the Incas, Machu Picchu (Activision — take note of that spelling!). Although I didn't see Pitfall Harry or his Lost Caverns, what was there was simply brainzapping.

Perched on a mountain ridge between the peaks of Machu Picchu and Huayna Picchu are the remains of a large Inca city. "Remains" isn't really the right word because most of it is still there! The setting is truely awesome with steep drops all around and Inca terracing in the most amazing places. The whole place has the most incredible atmosphere about it. I'm not normally a freak for ruins and suchlike, but sitting in this incredible city watching the sun go down was just too much.

I got up early next morning to climb the trail up Huayna Picchu, about 1000ft above the ruins. The climb was fairly heavy in places, and occasionally you'd glance over the edge of the narrow trail to look down a 400 foot vertical drop . . . but when you finally emerged, up a wooden ladder, onto a circle of large stones right at the summit, it was worth every penny of the airfare just to sit there.

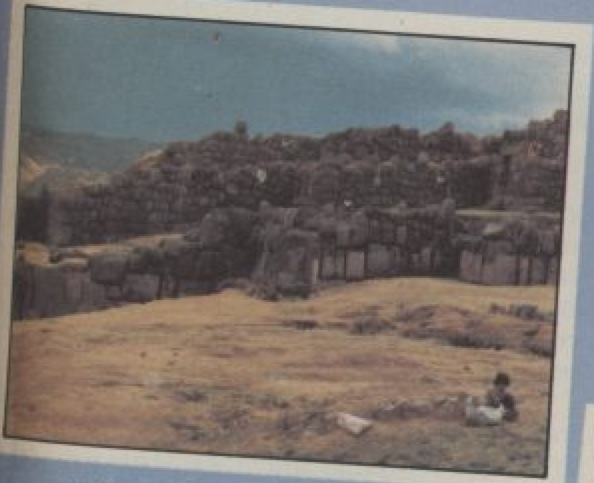
Once you'd got over the stage of hanging on and swearing, you'd begin to appreciate the view. Looking down, through the clouds **below** you, the ruins of Machu Picchu lie a thousand feet below . . . and all around near-vertical drops right down to the valley floor. I sat there for about an hour, not saying anything, just a total freakout high.

That hour was one of the most amazing experiences I've ever had. I didn't ever want to come down, but unfortunately time, tide and Peruvian trains wait for no man, and I had to return to planet Earth.

That was the climax of the trip, and after Machu Picchu we returned to Cusco and from their to Lima, ready for the journey back home. Returning to Gatwick and sitting on the cold, windy platform waiting for a train to take me through the pouring rain to Reading, it was difficult to believe it had ever happened. It was like being on another planet.

In this short summary I can't hope to have described even a tenth of the things I saw and experienced. The whole place, with its Inca and pre-Inca remains and amazing mountain scenery, is far too big to even begin to appreciate in just a two-week package tour. I intend to return, in 1985, with a backpack and hike around, spending at least a month there. And think of all those llamas!!

It was certainly the best holiday I ever had, and two weeks in Peru are worth an eternity on the Costa Brava, believe me. I returned to England laden with llama gear and two litres of Inca Kola (which has since run out), the idea for my next game, a refreshed brain and a burning desire to return.



Walls at Sacsayhuaman.

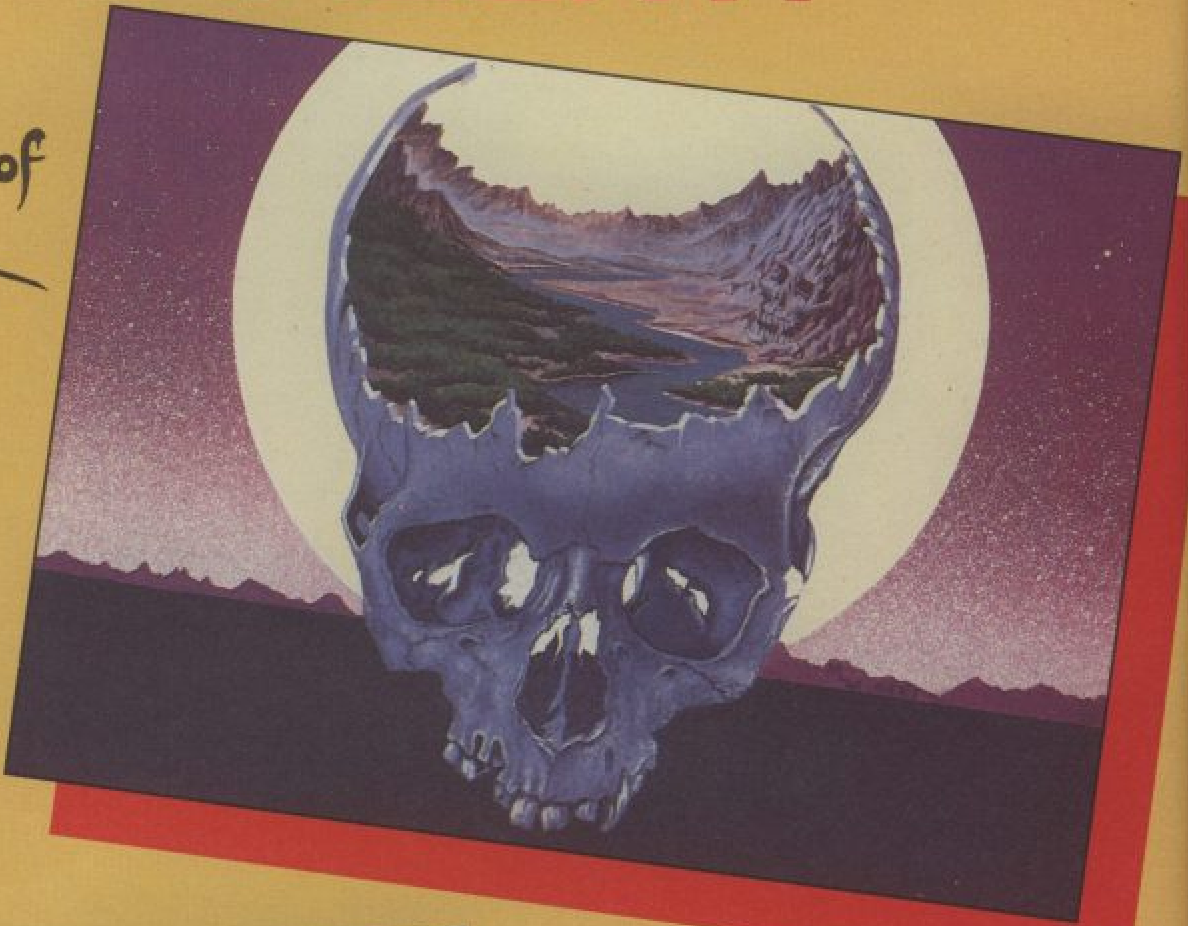
Jeff on a reed boat, Lake Titicaca.





View of Machu Picchu from the top of Huayna Picchu.

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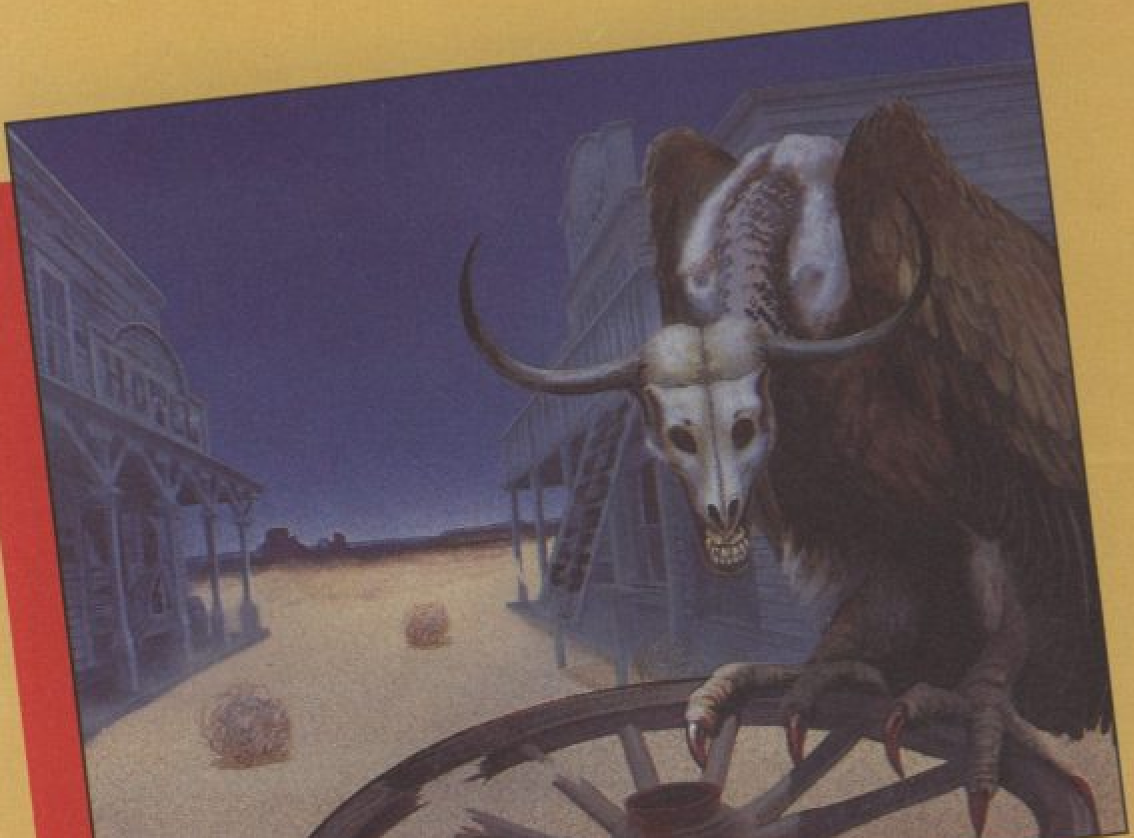
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HALL OF FAME

Name ....

Address ....

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T-shirt size sm ☐ med ☐ lge ☐

I scored ....

Time taken ....

Game ....

Computer ....

Witness's signature ....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

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What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

***The Pyramid* has Fantasy's unique high score verification system.**

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Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into *C&VG's* Hall of Fame.

PARSEC



1) **Daniel Mitchell**, Wigan, Lancs — **12,720,600**
2) **Guy Betts**, Farnborough, Hampshire — **9,463,500**
3) **Mark Hamilton**, Co. Sligo, Eire — **403,100**

SABRE WULF

1) **D. Britz**, Abergavenny, Gwent, Wales — **9,636,965**
2) **Jonathon Lock**, Bromley, Kent — **499,630**
3) **Jens chr Skyttle**, Vanlose, Denmark — **442,005**
4) **Stuart Giblin**, Manchester, Lancs — **433,620**

ATIC ATAC

1) **Graham Peters**, Billericay, Essex — **5,629,796**
2) **Gary Watts**, Bishopstone, Hereford — **1,724,605**
3) **Carl Thomas**, New Ferry, Wirral — **995,003**
4) **D J Murray**, Denstone, Uttoxeter — **985,833**

PYJAMARAMA



1) **Andrew Gill**, Plymouth, Devon — **100% (6,651 paces)**
2) **Ewan Burnett**, Abercrave, Swansea — **96% (6,286 paces)**
3) **Oliver Duke-Williams**, Woodthorpe, Notts — **96% (5,532 paces)**
4) **Douglas Nolan**, Rosendale, Lancashire — **94% (4,851 paces)**
5) **Richard Podmore**, Dymock, Glos — **92% (3,645 paces)**

STARBIKE

1) **Scott Morrisey**, Hayes, Middlesex — **393,180**
2) **Steven Routledge**, Hayes, Middlesex — **246,385**
3) **Tim Peggs**, Scarborough, Lancs — **424,400**

JUMP CHALLENGE

1) **Jason German**, Dunton Green, Kent — **33 cars (BBC/Electron)**
2) **Craig Billington**, Birkenhead, Merseyside — **25 cars (Spectrum)**

PSYTRON

1) **Clive Richards**, Monkton, Pembrokeshire — **254%**
2) **Stuart McIntosh**, Bishopsbriggs, Glasgow — **248%**
3) **Clive Richards**, Monkton, Pembrokeshire — **206%**

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SHARP MZ711 with data recorder and printer, lots of games cassettes ideal for small business and home use £350. Ring 051 639 7640.

ATARI 800 'Zork I' for sale. Price £8.00! including booklet. Also 'Terry' the program you can converse with! (£6.00 cass). Cheque/P.O. to R. Ian Jess, 42 Drumeil Road, Agadowy, Co. Derry, Northern Ireland BT51 4AG.

ATARI 400, Star Raiders, Zaxxon, Slinky, Darts, Diamonds, Captain Sticky's Gold and others. Basic kit and manuals with boxes the lot for £100, or swap for Atari 800. Burgh Heath 53913.

48K SPECTRUM £350 worth of software including most of the latest games. Membership to the National Software Library, manuals and 20 magazines, cassette recorder optional. Worth £500, want £225 ono. Tel Nick on 01 640 5498 (after 5pm).

ATARI AND SPECTRUM software for sale. All Atari software is original disc based including Arcade Machine, Oil's Well and others. Spectrum (cassette) includes Devs Ex Machine, Hobbit, Eskimo Eddie, plus more. You name the price. Ring 01 300 7039.

TI/4A COMPUTER plus tape lead, beginner's basic tutor and Pik A Dee graphics creator tapes. Under 6 weeks old. £55 ono. L Thomson, Southfield Cottage West, Inchgarth Road, Cults, Aberdeen AB1 9NT. Best offer takes!

CBS COLECOVISION games for sale, Venture, Donkey Kong Junior and Gorf. Only £7 each. Zaxxon and Cosmic Avenger with box only £5 each or buy the whole lot for only £28. Please telephone Southampton 732826 after 6pm.

ATARI 2600 VCS. 1 year old, with six tapes plus Mattell Intellivision six months old with four tapes: Soccer, Ice Hockey, Golf and Space Battle. Phone (SLH) 643615. £75.

BBC DISK owners wanted to swap software. I have over 400 titles including Manic Miner, Donkey Kong Junior, Sabre Wulf, Elite, Jet Boat, Airlift, Jet Pac and many more. Phone (05827) 69152 (original software wanted).

SWAP HELP and problems on any BBC adventures. Enclose SAE. Alison Richardson, 112 Stockley Road, Barmston, Washington, Tyne & Wear.

CBM 64 Software to swap. Hundreds of titles (British, American etc) send letter and list to: Darren, 23 Lansdowne Road, Hayley Green, Halesowen, West Midlands B63 1BP all letters answered, hurry!!

COLECOVISION GAMES, Zaxxon, D. Kong (Jun.), Popeye, Q. Bert, Looping, Mr Do, Ventures Avenger, Corf, Carnival, £12 each cheques/P.O. to: C. Cowperthwaite, 16, Midfield, Langho, Blackburn, Lancs BB6 8HF.

CBM 64. I have more than 600 quality games to swap against other new titles, send your list to T. Blanchot 57, rue Des Fougeres 57070 Metz, France.

48K SPECTRUM including Kempston interface Curram U speech. £60 worth of Software including Jet Set Willy, Wheelie, Jetman, Atic Atac, Kosmic Kanga. Worth £240 accept £120. Telephone 778 3039 (021).

SPECTRUM Horserace Predictor, 16k or 48k. 65% success rate, avarage odds approximately 2-1 send £4 cheque payable to S. A. Jeffery or write to 84 Saddlers Walk, Blackpool Village, Worcester WR4 9JR.

48K SPECTRUM (boxed), Kempston joystick interface, Sharp cassette recorder, sound amplifier, 37 software cassettes plus magazines. Would normally cost £450, sell for £195 ono or will split. Write to Richard, 46 Springfield Avenue, Millhouses, Sheffield S7 2GA, South Yorkshire.

VIC 20 C2N recorder, 32K, switchable ram, 50 softwear titles (Piratecove, Ratrace, Chess, Jupiterlander, etc.). Programers reference guide plus other books, joystick, £170 ono. Tel: Oxford (0865) 55320 after 4pm.

VIC 20 Starter Pack plus 16K, C2N recorder and six cartridge games and 16 other cassette programs. All in excellent condition, worth £330, sell for £150. Tel: Bath 331649.

FOR SALE: Cheetah 32K ram pack for Sinclair ZX Spectrum. Still in box. Rear edge connector. Price £30 ono. Tel: 041 946 9569 after 5pm.

VIC 20 plus 16K ram, tape recorder, joystick, books, games, only £140 also Atari VCS, joysticks, paddles, nine cartridges including Decathlon, Frogger, only £80. Write J. Smith, 175 Norham Avenue, South Shields or telephone 0632 555114.

VIC 20 16K C2N recorder, over 30 games, three cartridge games, Introduction to Basic Part 1, Super Expander, Quickshot joystick and manuals. Worth over £400. Sell for £200 ono. Contact Simon at 01-733 7210.

PINBALL MACHINE fully working, genuine arcade game £75, delivery can be arranged. (This machine will fit inside a hatchback when disassembled.) Ring 01-518 1047. BEWARE OF THE ANSWER PHONE.

FOR SALE SPECTRUM SOFTWARE, 115 games to choose from. Send a large sae to N. Blow, 47 Oakwood Road, Bricket Wood, St. Albans, Herts. (Latest titles, Frank N. Stein, Monty Mole, etc.)

ATARI VCS, 27 games including Pitfall 2, Space Shuttle, Dig Dug HERO. Also supercharger unit with seven cassettes, Mindmaster Dragon Stomper, etc. £125 all in original boxes. Tel: 390 3201 Winston 9-6.

COMMODORE 64 software to swap or sell. Tapes and discs of English and American games. Tel: 7173736 and ask for Dave. Any time after 5pm.

SPECTRUM SOFTWARE for sale. Hurg £6, Space Shuttle £4, World Cup £3, Jet Set Willy £2. Various other titles £2 each. Tel: (0244) 21767 after 4pm and ask for Alan.

16K VIC 20 ADVENTURES. Amazonian Quest, Haunted House, Swordquest and Spy Story. All include save game. £5 each. Special Christmas offer — buy one get one free! T. Runeckles, 2 Warners Avenue, Hoddesdon, Herts.

SPECTRUM PROGRAMS (all originals): Doomsday Castle, Ship of Doom, Zip-Zap, Blue Thunder £3.50 each or £6 for two. All for £11.50. Tel: Worcester (0405) 54830.

ZX81 16K ram with manuals, magazines, books and software including ZX Forth, Super Scramble, Football Manager, Vu-Calc, Froggy and five adventures plus many more. Only £35. Tel: Ruthin (08242) 3360.

ATARI 400/800/XL software to sell or swap. Roms £4, cassettes £3. Please telephone 01-237 4351 after 4pm, ask for Tony.

TI99/4A home computer for sale + Invaders and Soccer cartidges. Nine months old. Good condition £55 ono. Tel: Bristol (0272) 508695.

ATARI 800XL + disk drive + graphic tablet + joystick + 100 pieces of software and games + manuals etc. £370. Tel: Burnham 62545.

VIC 20 16K ram pack. Over 20 games. Starter tapes. Programing guide. Various reference books. £100. Tel: Eastbourne (0323) 29885.

SHARPS MZ700 still in box also data recorder in box plus books, games, cover. Mint condition £200 ono. Tel: 051 256 0697.

WILL SWAP 48K SPECTRUM interface + joystick + ZX printer + £200 worth of software for Commodore 64, cassette deck + games. Can meet anywhere in Merseyside. Tel: 051 226 3078. Ask for Jason.

ATARI 800, data recorder with Atari basic, microsoft basic II system 2.0, assembler editor, Defender, Star Raiders, Flight Simulator, Caverns, Scram also normal and painting joysticks. All manuals plus Atari sound and graphics users guide. £390 ono. Tel: Adam 01-859 4218 after 6pm.

Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?

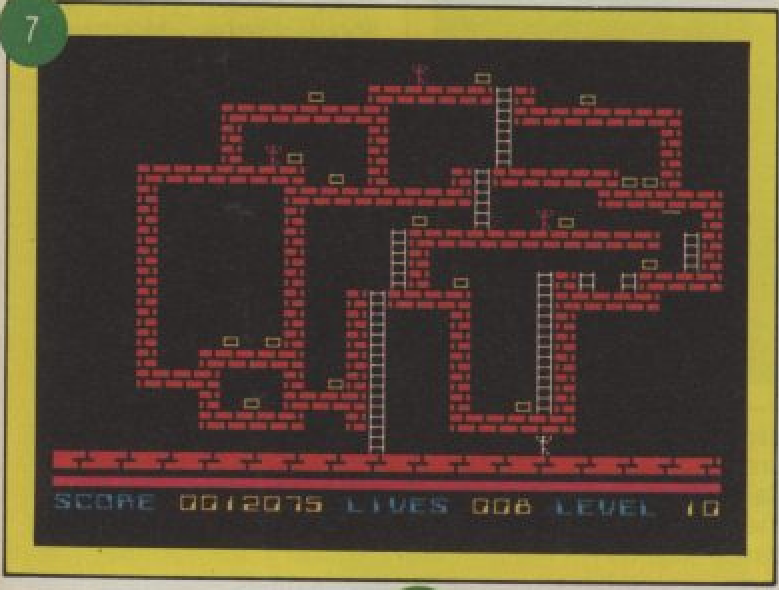


continued from page 26

7 LODE RUNNER

MACHINE: Spectrum/joystick or keyboard
SUPPLIER: Software Projects
PRICE: £9.95

It seems only right that the company who brought you the all time classic English platform game in the shape of *Manic Miner* should now be bringing



you the all time classic American platform game — *Lode Runner*.

Ignore the graphics — they can't be described as the best ever on the Spectrum — just play the game!

The scenario goes like this. You are a highly trained galactic commando on a mission to recover a fortune in gold from a power hungry bunch of empire builders. The gold is hidden in an underground treasury packed with mysterious passageways designed to baffle would-be raiders.

You are armed with a laser-drill which blasts through walls — but you'll need more than brute strength and speed to work out the many ways to the bullion.

If you enjoy platform games then this is the game for you. The puzzling screens — there are 150 of them — will keep you guessing for quite a time. And once you've worked them out you can start designing your own and save them to tape using the games neat user-definable feature!

Lode Runner rightly has a great reputation as a quality game — and this Spectrum version is no exception.

● Graphics	7
● Sound	6
● Value	8
● Playability	8

AIRWOLF

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Elite
PRICE: £6.95

Hot out of the Elite hanger comes *Airwolf* — another super-copter in the *Blue Thunder* mould. If you've been watching telly on Friday nights recently you'll know all about the billion dollar helicopter and its pilot, Vietnam veteran, Stringfellow Hawke, who zooms around saving the world and damsels in distress.

Even if you haven't caught up with the series you'll enjoy this game from Elite — who continue their policy of bringing out games based on hit TV shows.

In *Airwolf*, you take on the role of Hawke who has been given a dangerous mission by his employers, the mysterious organisation known as the FIRM. Hawke has to rescue five US scientists who are being held hostage in a subterranean base beneath the Arizona desert.

You have to fly Airwolf on a series of night missions rescuing each scientist in turn. Only the destruction of strategically placed control boxes within the cavern will allow Airwolf to descend to the heart of the base where the scientists are imprisoned. You have to find them to complete your mission.

You start the game at Airwolf's base and take off into the enemy lair — where force fields suddenly appear before your 'copter. You must blast holes in the force shields big enough to allow Airwolf to squeeze through and continue the rescue mission.

Background graphics are great — but I felt the representation of the Airwolf chopper could be improved. Game play is addictive — and you must move fast to get through those force fields once you've blasted a way through otherwise they close up on you!

I reckon it's Elite's best yet. *Airwolf* is also available on the 64.

● Graphics	8
● Sound	7
● Value	8
● Playability	8

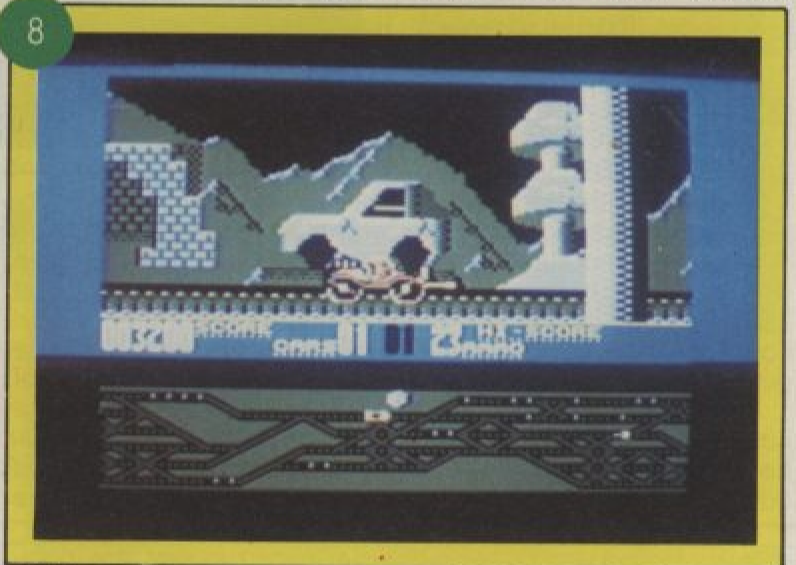
8 BLACK THUNDER

MACHINE: CBM 64
SUPPLIER: Quicksilva
PRICE: £7.95 (cass); £12.95 (disc)

Tony Crowther's first game for Quicksilva is fast, furious and lots of fun!

You control a futuristic car — armed with rockets, and trapped on a massive freeway system in a lost city somewhere on a mysterious planet.

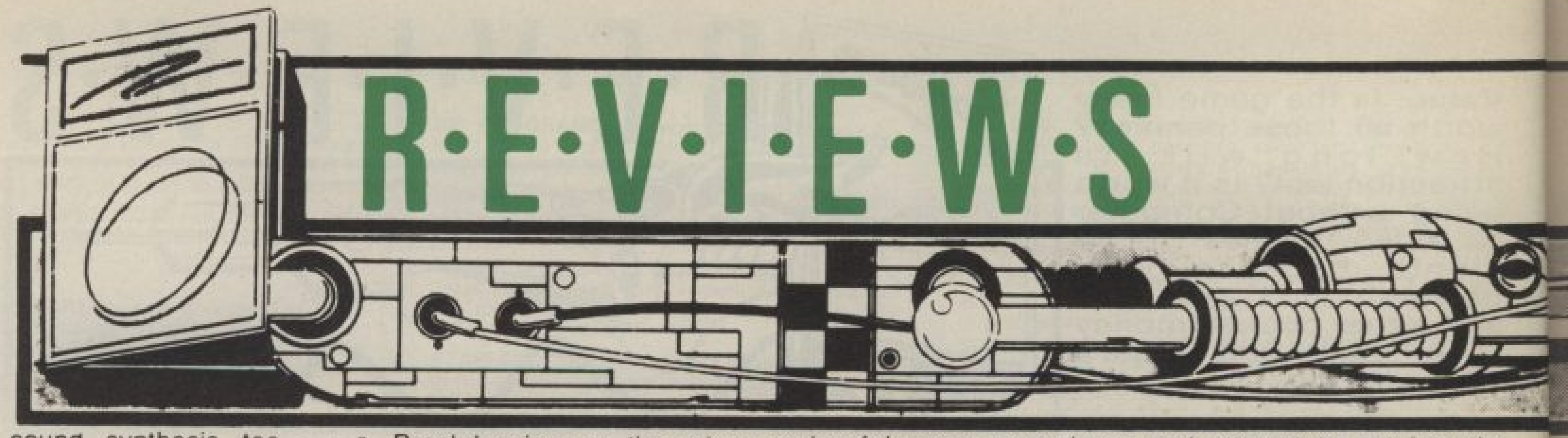
The car is being chased by numerous android vehicles out to destroy! There are UFOs, helicopters and tanks to deal with too — plus torpedoes and guided



missiles. So you'll get the general idea that there's a lot going on.

The screen display is split into two. The top half shows your car, Black Thunder, and its immediate surroundings. Below is a display which shows your current status — lives, ammo left etc. Below this is the crucial plan view of the freeway system. This shows your position plus the oncoming android vehicles and helicopters etc. The action is fast and furious. I found this a bit annoying because I didn't get enough time to admire the great background graphics at the top of the screen without getting blasted!

There's some nice built-in



R·E·V·I·E·W·S

sound synthesis too — a voice reads out your score at the end of each game and tells you to "Get Ready" as you launch into the next game.

As Tony Crowther has said elsewhere, the game is really a revamped version of *Suicide Express* — but even so it is a good game in its own right.

Graphics are excellent and game action is — well — frantic! Superb fun for shoot out fanatics with quick reactions. The game has 14 levels and 32 screens.

● Graphics	8
● Sound	9
● Value	8
● Playability	9

9 BREAKDANCE

MACHINE: CBM 64/ joystick
SUPPLIER: CBS/Epyx
PRICE: £8.95

Hip-Hop Be-Bop, don't stop! Grab your ghetto blaster and head down to the shopping precinct. It's time to get down to some crucial popping guys!

Yeah! While you are in hospital recovering from that headspin which whacked you out why not keep up your Breakdancing on the micro that's really got the juice — the Commodore 64!

CBS have imported this odd little game from the USA — where Breakdancing began. It features four different games based around the Breakdance craze and sets them to an Electro-style soundtrack.



The first is a simple "Simon Says" game where you have to follow the dance moves of a computer controlled B-Boy. Game two features the Rocket Crew, a bunch of breakers who move down the street/screen at you — you have to outdance them and make them vanish as the ranks of dancers move closer and closer — *Space Invader*-style.

Game three is a real puzzle. You have to arrange dancers in the correct order of moves — and I must admit this one got the better of me.

Game four is probably the best game of the lot — especially if you get out of breath just watching Breakdancers at work! You can use the menu to create your own dance routine — then record it and play it back on screen. Your little dancer does all the hard work while you sit back and watch!

There is also an option to play all four games in a row and attempt to get into the Breakdance hall of fame.

Overall *Breakdance* is a novel game — but I'm sure anyone who enjoys dancing isn't going to sit down in front of a computer to do it! The graphics are nice — but the sound, considering the potential of the 64's sound chip, leaves a lot to be desired.

Documentation is great — and includes a glossary of Breakdance terms and a list of dance moves. Now you need never feel out of place when people start talking about Gyros, Moonwalking and Up Rocking!

Full marks for originality — but I'm not sure who will want to play the game.

● Graphics	8
● Sound	6
● Value	7
● Playability	7

11 INDIANA JONES

MACHINE: CBM 64
SUPPLIER: Mindscape/ US Gold
PRICE: £9.95

Jet Set Jones? Well almost. This new import from the US features the biggest box office hero this side of *Ghostbusters* — Indiana Jones — in a platform games which owes a lot

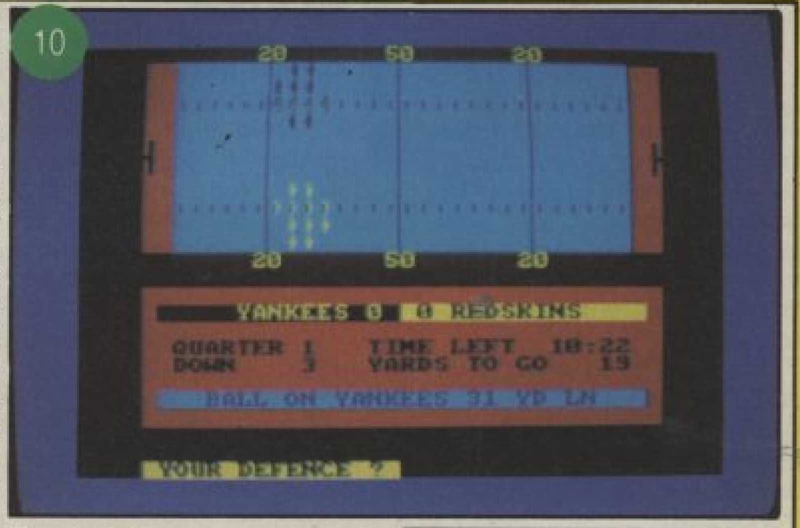
10 AM. FOOTBALL

MACHINE: Amstrad
SUPPLIER: Amsoft/Argus Press
PRICE: £7.95

Now Amstrad owners can enjoy the rough and tumble of that all-American sport much loved by millions of Sunday evening TV viewers. This game — already available for the Spectrum and 64 — is a faithful translation of the real-life game. You can either battle it out against the computer or a friend.

Using a "menu" of defensive and offensive "plays", you have to mastermind your team's victory. On-screen instructions are comprehensive and you also get a booklet with the game.

The main screen display shows a representation of the "grid iron" playing area — complete with two teams lined up on it. The centre of the screen is given over to a display of game statistics such as time left, distance still to go for that elusive "first down" etc. Below is the prompt area where the computer asks you to input the two letter instructions to your team and display your opponent's move.



At half time you get a statistics readout which shows how your team is doing.

Great fun for American Football fans everywhere. If you want more details of the game, check out our review of the Spectrum version in December's *C&VG*..

● Graphics	9
● Sound	7
● Value	9
● Playability	9

R·E·V·I·E·W·S

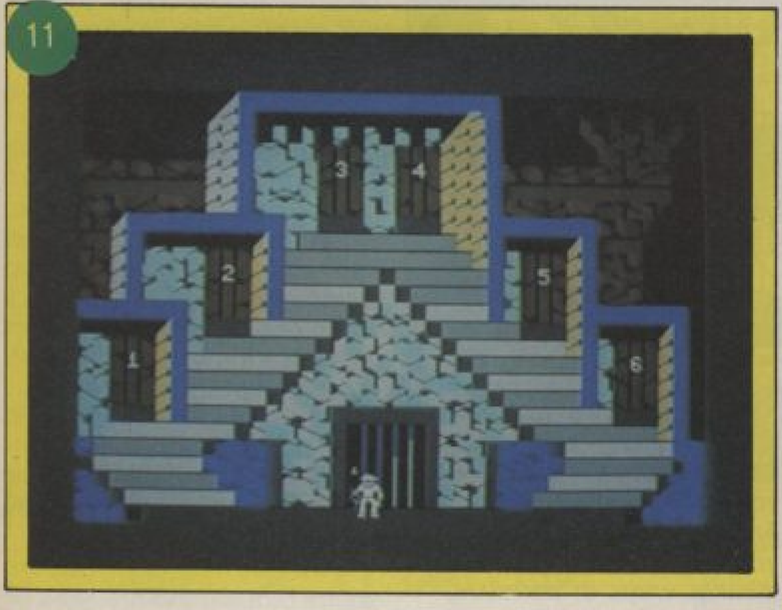


to the Manic Miner and his pals. *Indiana Jones in the Lost Kingdom* is a platform game with a few frills — like the two player option and the six levels of play.

Our hero has to find his way around the many perils of the Lost Kingdom in order to find a priceless lost artifact. He has to solve a puzzle on each of the six screens in order to move onto the next screen and get closer to his goal — and you have to help him.

There are no rules supplied with the game — you simply have to act as Indy would in the same situation. Or so it says in the blurb that goes along with the game.

11



And solving those puzzles isn't easy. You have to do certain things in a certain way or a certain order before you get to the next screen. It can get quite frustrating.

There are assorted monsters and odd hazards to make life more difficult too.

The graphics are OK but not brilliant and the sound could be better.

Overall a bit of a disappointing game given that it's based on the exploits of such a superhero as Indiana Jones.

• Graphics	7
• Sound	6
• Value	6
• Playability	6

12 THE GODS' GIFT

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Ocean
PRICE: £9.95

Enter the world of Greek mythology in this latest game from the team who once worked on another software legend — the mythical and mysterious *Bandersnatch!*

Gift from the Gods, unlike that other game, has actually reached the shelves of your local games shop — and it's a brilliant bit of software. The scenario is taken from Greek legends and stars Orestes who, aided by the ancient Greek gods, has returned to Mycenae to regain his rightful kingdom from the clutches of his evil mother Clytaemnestra.

Orestes must fulfil his destiny by trial in the mysterious labyrinth beneath the palace of Mycenae. No man has ever returned from this labyrinth — a series of inter-connecting chambers created by the gods to punish mortals for their misdeeds.

Hidden in 16 special rooms are objects known as Euclidean shapes, strange geometric designs based on circles, triangles and squares. Six of these shapes, placed in the correct order in the Guardian's chamber will prompt the discovery of the exit from the labyrinth.

The Guardian's chamber is the home of demi-gods who use their powers of illusion to prevent Orestes discovering the right shapes.

The gods have revealed the correct solution to Orestes' sister, Electra, imprisoned by the nasty Clytaemnestra within the catacombs beneath the palace. Orestes must seek her help in discovering the correct shapes. Without her he must make his own mind up — and can easily be led astray by the masters of illusion.

Clytaemnestra has learned of Orestes' quest and has herself entered the labyrinth in order to kill Electra and make her son's task even more difficult. Orestes must protect Electra as well as seeking the shapes. All the time his strength is ebbing away — although he can discover the waters of life dripping from the roof of certain parts of the labyrinth which restore his powers.

That's the basic theme of this entertaining and intricate game. There are other features you'll come across — like the awesome illusionary monsters — but you'll enjoy finding them out for yourself!

Orestes is armed with a sword, a gift from Zeus and also has seven tears shed by Icarus when he flew too near to the sun. These he can use as "markers" in the catacombs. But beware, the evil Clytaemnestra has a nasty habit of moving them around.

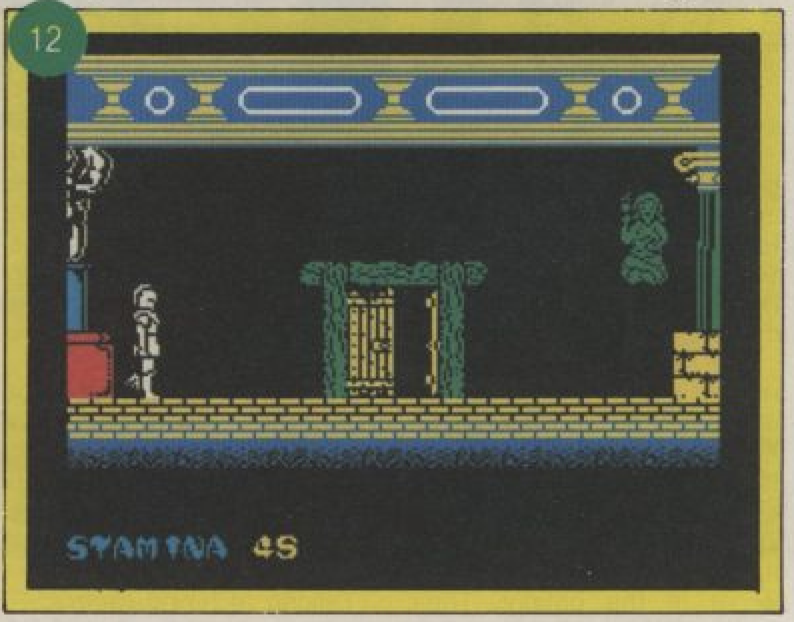
Orestes is also assisted by "messages" from the gods which appear at the bottom of the screen.

The animation is excellent. Orestes moves smoothly and all graphics are completely flicker-free. The monsters our hero discovers in the labyrinth are stunning. Watch out for the three-headed serpent and the horrible pile of animated skulls!

The game includes an "intelligent" joystick feature — which basically means that it's much easier to move Orestes around. You don't need to mix both keyboard and joystick — or end up struggling to work out which control will get you out of a tight corner when your energy is rapidly being drained by a nasty monster.

Documentation is good and it includes playing and strategy hints as well as the usual instructions.

12



If you like *Avalon* then you'll love *Gift from the Gods* — it is great fun to play and you never know just what you are going to find around the next corner!

• Graphics	9
• Sound	7
• Value	9
• Playability	9



R·E·V·I·E·W·S

Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room. The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

13 SPACE RACE

MACHINE: Spectrum
SUPPLIER: Legend Software
PRICE: £14.95

At last — after all the hype and pre-release fanfares, Legend's *The Great Space Race* is finally out on the shelves of your local software shop.

The packaging, as you'd expect, is impressive. The game cassette is lost inside a giant video-style box — and comes with a 56-page booklet which features game details and cartoons, plus a colour poster.

The booklet explains the scenario of the game, which goes like this.

Once upon a time there was a small unvisited planet at the centre of a small unvisited galaxy.

When the first colonists landed they stepped on to a lush green landscape dotted with strange purple plants — plants that looked suspiciously like . . . vines.

Those first pioneers gathered in the purple fruit — jumped up and down on it for hours before someone remembered the pulping machine in their supplies — and left it to ferment.

The first tasting was an historic event, which regrettably nobody present can recall, but at the end of the day — or week — or whatever — the least incapable businessmen rushed samples of this fantastic liquid to every planet in the galaxy. Their message was simple: "Sample new product. Price to follow. Delivery to follow. Name to follow."

The product was duly sampled and that was, pretty much, that. People wanted to know the price. They wanted to know about delivery. They wanted to get their hands on it and naming the brew was the least of their concerns.

"Name to follow" didn't exactly roll off the tongue however. And so, in the absence of any better ideas, it was simply abbreviated — and Natof was born.



And that's where The Great Space Race begins. The idea is for you to take part in an intergalactic Beaujolais race — to get all the Natof you can to the people who want it in the four spiral arms of the Natof galaxy.

You also have to watch out for nasty pirates, like Ghengis, Krone and Zanik. And the equally nasty police force known as PKBs. And the other racers who you failed to hire at the start of the game.

Talking of hiring racers — this is what you have to do at the start of the game.

You must choose four of the oddly named racers to act for you — delivering the Natof around the galaxy. Racers like Dos, Vindaloo or Gurm.

Once you have hired them, you have to arm their spacecraft with lasers, missles and shields. They'll need all this as attacks are frequent — and you may wish to launch one yourself from time to time.

Each arm of the galaxy has its own characteristics which you learn as you go along. And each of the characters you control have their own distinct ways of behaving — again you learn these as you play.

As your racers move through the galaxy, they send messages back to you — and ask you what to do next! You have to make quick decisions as you only get a matter of seconds to decide what to do.

The graphics are well done. Each character's face is flashed up on screen when he or she is talking to you. The video "window" also shows the various space stations being visited, space battles between the rival racers etc. At the top of the screen you see a control option window while at the bottom there is a message window — *Valhalla* style.

Dotted around the galaxy are space hulks full of Natof. But now for the bad news — these hulks are booby trapped. The traps can be defused using special codes which your racers pick on their travels — but you must be sure to note down and use the right code in the right location if you are to survive an attempt to plunder the cargo.

I found *The Great Space Race* nice to look at — but there just isn't enough to do. As the instructions say, you can actually sit back and watch the game unfold. But when you spend over £14 on a game I think you want a bit more action than that!

You do have to make split second "yes" or "no" decisions and pick the right code to defuse the hulk booby-traps.

You can't control the space battles, though, which I found irritating.

Overall, *The Great Space Race* is a nice looking game but — despite the nice graphics and all that packaging — not really worth the £14 price tag.

• Graphics	9
• Sound	7
• Value	6
• Playability	7

HYPER BIKER

MACHINE: CBM 64/ joystick or keyboard
SUPPLIER: PSS
PRICE: £7.95

Fans of BMX biking may find this indoor version of their favourite sport appealing — but first you must make sure that you've got patience and a joystick you are completely familiar with!

Owners of *Decathlon* will notice a similarity in the basic idea of the game — except that this time all the "athletes" are riding bikes!

Up to four players can take part — a new twist — and bid for a place in the Hyper Biker hall of fame — or you can simply take on a computer controlled opponent in a series of BMX challenges.

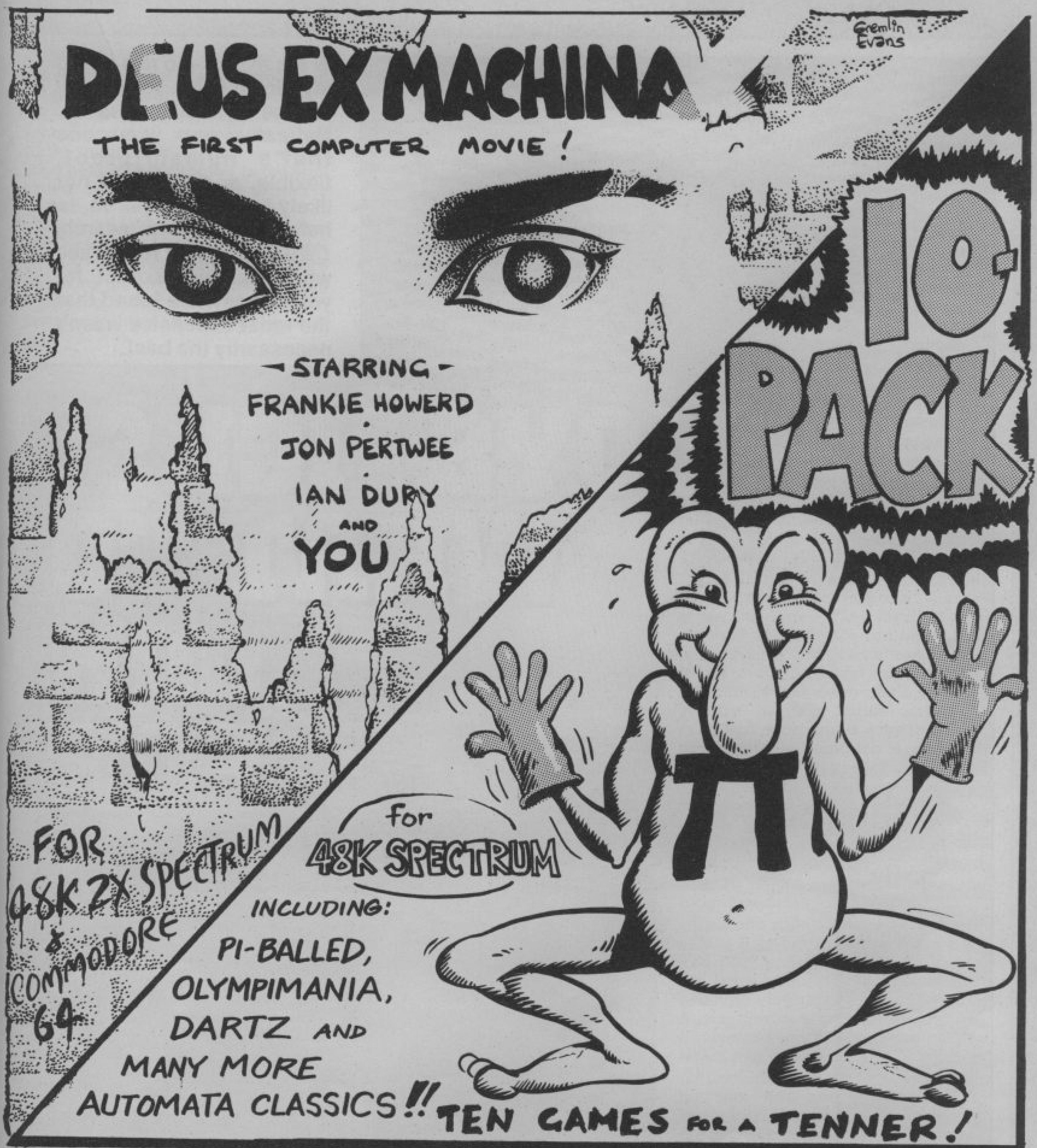
PSS say that the bikes behave exactly like the real thing — but I reckon pedalling a joystick is much more difficult!

You really have to work out all the controls before taking part in the events — otherwise you'll spin off your bike.

There are several events to take part in — ranging from ordinary races to obstacle courses. All of which will give your poor old joystick a *Decathlon*-style work-out.

Overall the game is well presented and the graphics and sound are adequate but how long will these *Decathlon* clones keep their playability value.?

• Graphics	8
• Sound	7
• Value	7
• Playability	7


Gremlin Evans
DEUS EX MACHINA
THE FIRST COMPUTER MOVIE!
- STARRING -
FRANKIE HOWERD
JON PERTWEE
IAN DURY
AND
YOU
FOR 48K ZX SPECTRUM & COMMODORE 64
10-PACK
for 48K SPECTRUM
INCLUDING:
PI-BALLED,
OLYMPIMANIA,
DARTZ AND
MANY MORE
AUTOMATA CLASSICS!!
TEN GAMES FOR A TENNER!

When it comes to joysticks, value for money can be difficult to assess. Naturally, you want one that's human proof, flexible, accurate and not likely to fall apart — so, to help you in your search, *C&VG* did a test run to see what you can expect for your money. We found that the most expensive wasn't necessarily the best.

JOYSTICKS— WHAT TO LOOK FOR



The Boss £13.00 from Wico.

Trackball £45.00 from Wico.

Aside from working out how much you can afford, decide what you want in terms of design and size — if you have limited desk space, or even no desk space at all, you may need one of the mini versions that is either hand held or stays rooted to the spot by little black plastic feet attached to the base, to stop it slipping.

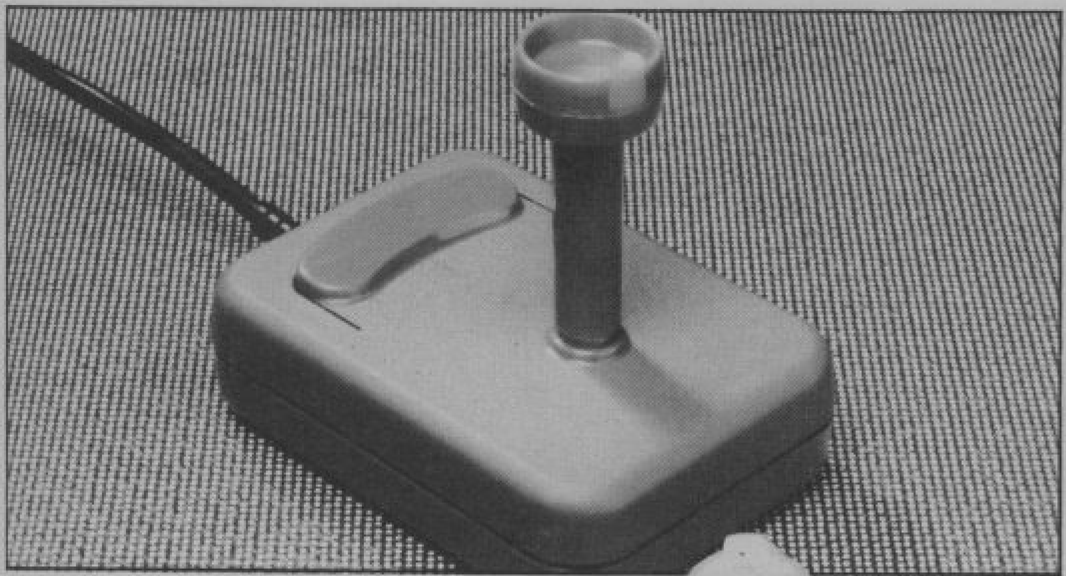
You may also have figured that most joysticks come in zap-pow colours like red/black, but more variations on the colour theme keep appearing and, more importantly, there is an increasing abundance of touch-sensitive joysticks, like Cheetasoft's RAT.

RAT, which stands for remote action transmitter, is a nice little gadget that enables you to play games without all those awkward dangling wires getting in the way.

The RAT comes in two parts — the stick itself with a touch sensitive control surface and the receiver interface which plugs into the back of your Spectrum or Commodore 64.

The stick looks more like one of those gizmos you get to work your TV set with — except instead of buttons it has that touch sensitive pad for direction control and another pad for firing/jumping.

The RAT is fully Kempston compatible and is available for the Spectrum and Commodore 64 at £29.95.



Junior Pro Joystick £5.99 from Kempston.



Above: Redball £23.00. Below: Three Way Deluxe £25.00 both from Wico.

Maidenhead-based company Wico do a selection of traditional-style joysticks priced between £13 and £45, made specially for the CBM 64, Atari and Vic 20. The best one, in my book, is also the cheapest, at £13. Light grey in colour, with a black gear lever and white fire button on top, The Boss looks rather like a vacuum cleaner. However, it will zoom you around arcade games at the speed of light and has decent finger grips for you to hang onto.

Their strangest joystick is the £25 Three Way Deluxe which comes with three different grips. One is a puny oval shape, another resembles an outsize radish which is very difficult to hold and the third is very similar to The Boss.

This last one, again with proper finger grips, is the only one I'd use if given the Three Way joystick as a present. All three are red on a black base and the two fire buttons can be found on the base and grip tops. The selector switch determines whether you use one fire button or both at once and each grip is easy to pull on or off, without being too loose.

However, the price seems excessive unless you really are going to use all three grips — remember you could get an equally good joystick for £12 less. But, to be fair, the thin grip may be good for little kids whose hands can't manage the bigger models.

This one didn't work as effectively as The Boss — or, for that matter, the Redball joystick. Despite its name, the latter is a grip-type rather than ball-type joystick and costs £23. Again, there are two fire buttons and a selector switch so you can choose which one you want.

Although you have to wrestle a fair bit with this one, it is accurate. However, there is always the problem of gaming cramp — rather like writer's cramp. It certainly makes you limp-wristed — just as if you'd been trying to twist the top off a new jar of marmalade.

So instead of giving your aching wrists a break and shaking them around periodically, you may care to raid the bank and fork out a whacking great £45 for Trackball.

However, this one was the least reliable of all when tested, with absolutely no results at all. It didn't matter which way you span the ball — you got about as much action as Silent Night.

This offering is visually quite plain, consisting of a white ball in a square

box with a red top and one fire button.

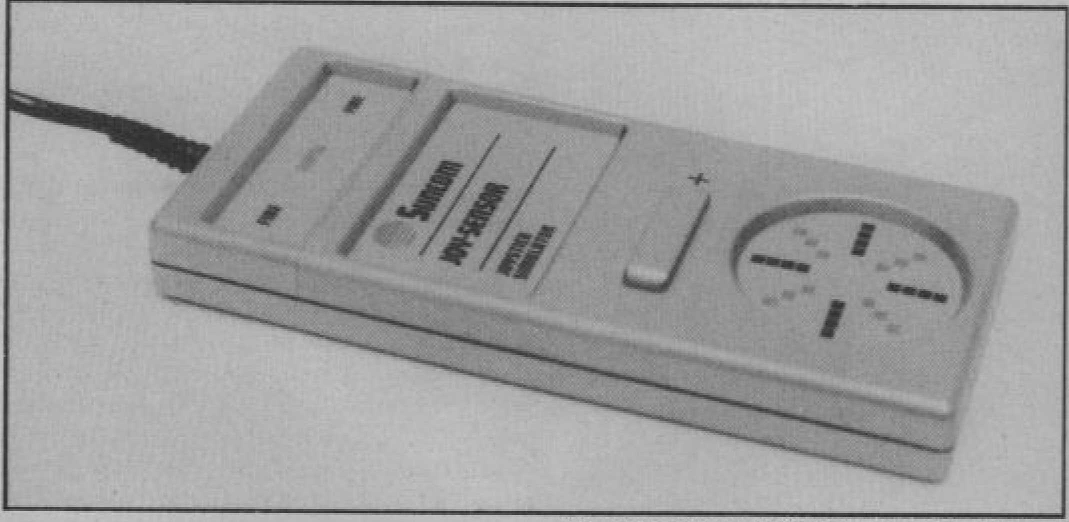
Kempston's joysticks inspired both love and loathing. Love was directed at their cute Junior Pro joystick which is red all over and very tiny — great if you have an untidy desk or limited space. It costs only £5.99, and works very well indeed. More attractive than most joysticks due to its miniature features, it's a smart, compact little number which will work on Vic 20, Atari, CBM 64 and Sinclair Spectrums. Like all the joysticks previously mentioned, it has little rubber feet on the underside of its base to stop it sliding around during use and one fire button can be found on the base.

The company isn't kidding when it says this joystick has been designed to combine economy with high performance — the price is unbeatable and shows you don't have to shell out loads of bread in order to make sure you get a good product.

Meanwhile, on the other side of the fence is the BBC Pro Joystick, also from Kempston at £16.95. Its ugliness is its most interesting feature. Loaded with clashing colours, it looks like a big, square milky bar with two huge red fire buttons on the base, brown grip and black lead.

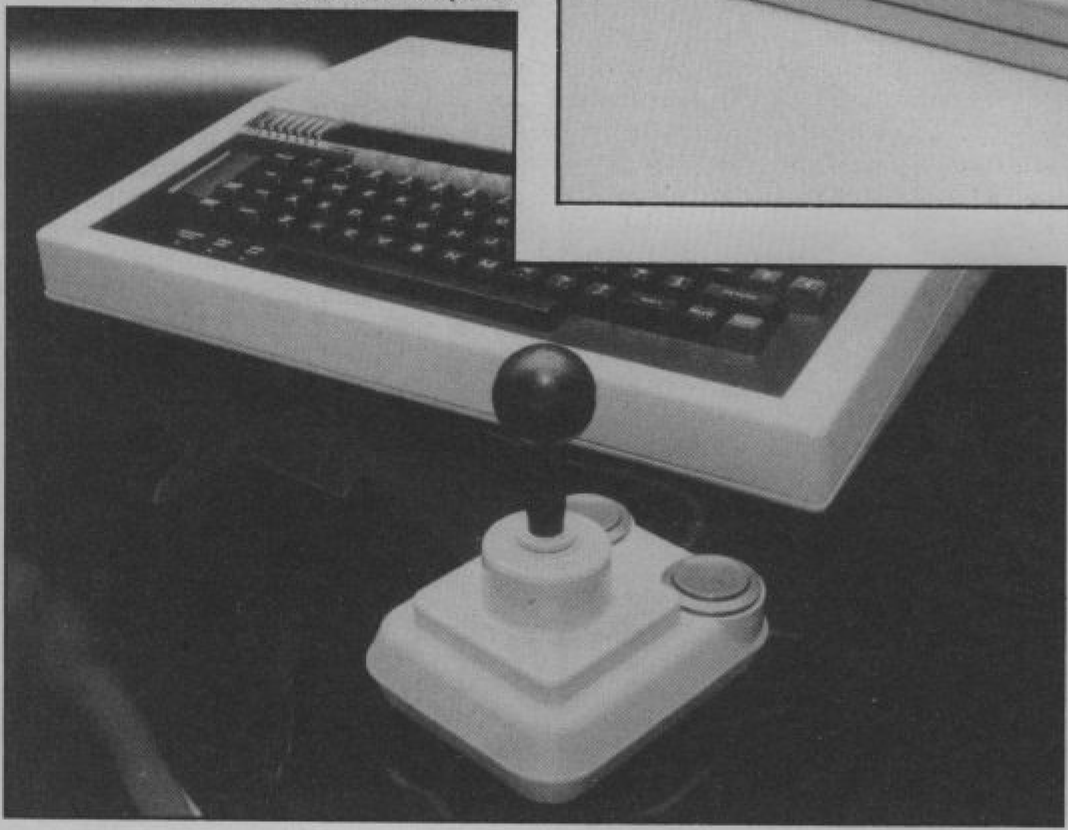
Also for the BBC is Strike Control, a set of two joysticks from Consumer Electronics at £13.85. These can be hand held or left on a surface and, while they're quite dinky and attractive looking, the duo we tested didn't work at all well. Of the two blue and white boxes with black switches at the top, only one worked. If there were two of you playing a game, one of you would be right out of luck. However, the one that did work did an excellent job and can be recommended.

From the same company come three more joysticks — Slik Stick, Starfighter and Joy Sensor, all for the Atari, Vic 20 and CBM 64. The first, although it sounds like a make-up pencil or cover-up stick, likes moving characters up or down but has an aversion to right or left. This is a shame, as it is a really smart number, black and orange with quite a sophisticated finish and one base fire button.



Joy Sensor from £14.65 Consumer Electronics.

BBC Pro Joystick £16.95 Kempston.

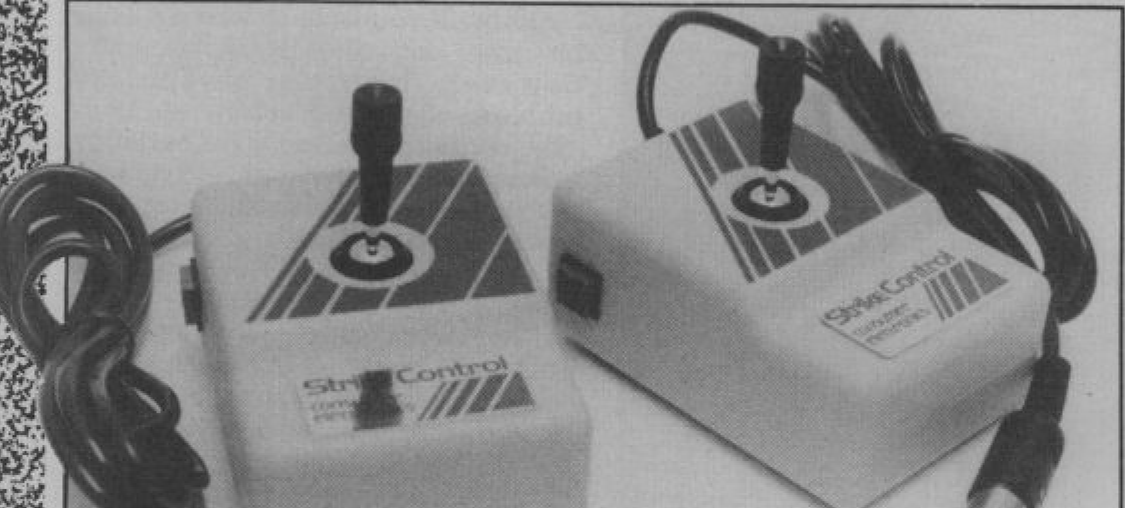


This one can also be used on the TI-99/4A but you'll need adaptor model 11060 first.

The £8 Starfighter gave much the same performance, with up or down movement but apparently no left or right. This one also looks quite good, in a mixture of black, silver and orange, but design-wise is not quite as smart as the Slik Stick.

Last but not least, the Joy Sensor seems to have no sense of left or right, either. This £14.65 model is a touch sensitive joystick simulator resembling a calculator without any buttons.

But you won't be in luck if you want to use these joysticks on the Commodore C16 — its joystick ports are different from those on the CBM 64 and Commodore expects you to purchase your joysticks from Commodore dealers only.



Strike Control from £13.85 Consumer Electronics.

MAKE	FUNCTION RATING	DESIGN RATING	DISTRIBUTOR
THE BOSS	9	6	CGL, 0628 75171
THREE WAY DELUXE	5	4	"
REDBALL	7	7	"
TRACKBALL	2	3	"
JUNIOR PRO	9	9	KEMPSTON, 0234 856633
BBC PRO	8	3	"
SLIK STICK	5	8	"
STARFIGHTER	5	7	"
JOY SENSOR	5	5	"
THE RAT	5	5	CHEETAHSOFT



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AVAILABLE AT: Boots, W.H. Smith's, Lasky's, John Menzies, Woolworths and all good computer stores.
DISTRIBUTORS: Microdealer, Tiger Distribution and Centre Soft
At the start/finish line you strap on your helmet, check your instruments, gun your engine and surge onto the course. Through the corners, up the hills, into the ruts and down the straights you manoeuvre for position and try to beat the clock.
Stay ahead if you can. But whatever you do, stay on course.
If you don't, one of two things will happen.
You'll slow down and lose valuable seconds getting back into the race. Or worse, you'll end up on the seat of your pants.
Who says computers don't like to get dirty?
Your agents risked their lives to find the enemy's secret headquarters.
Now you're risking yours to destroy it.
And they know you're coming.
Time is short, so you'll have to fly. But fly too fast, and you'll squander your precious fuel supply.
Needless to say, they don't issue parachutes on missions like this.
As you soar over hundreds of miles of distinctly unfriendly territory, the action is thick, fast and frighteningly three-dimensional.
Fighter aircraft. Surface-to-air missiles. Helicopter gunships.
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Even from behind.
Edison, the kinetic android, leads a frustrating life.
All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way.
Nohms — a negative influence — bug him regularly. They're harmless, but only from a distance.
Flash, the lightening bolt, disconnects everything in his path. Which can be frustrating after a hard day on the circuit.
And the cunning Killerwatt is out to fry poor Edison's brains.
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Tel: (01) 587 0873

New-the official Spectrum Upgrade!

Turn your Spectrum into a Spectrum+ for just £20

- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.
- Complete with 80-page User Guide and Companion Cassette.



Here's some exciting news for 48K Spectrum owners ... the official Spectrum Upgrade Kit.

The £20 Kit has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions.

If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to Sinclair and for £30 we'll upgrade it for you.

Whichever you decide on, you'll also receive the new 80-page User Guide and Companion Cassette.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" x 6." It has a large typewriter-style keyboard, with hard, moulded keys.

You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a perfect typing position.

There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

The official Spectrum Upgrade

Naturally your upgraded computer will accept all the peripherals in your Sinclair system - Interface 1, Microdrives and so on - as well as all Spectrum software.

Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds stylish looks, new capabilities ... and new potential for the future.

Included – the new Spectrum + User Guide and Companion Cassette



The new User Guide has over 80 pages of information, including a handy BASIC dictionary. The Companion Cassette provides an interactive tour of the new keyboard, and includes three entertaining arcade games.

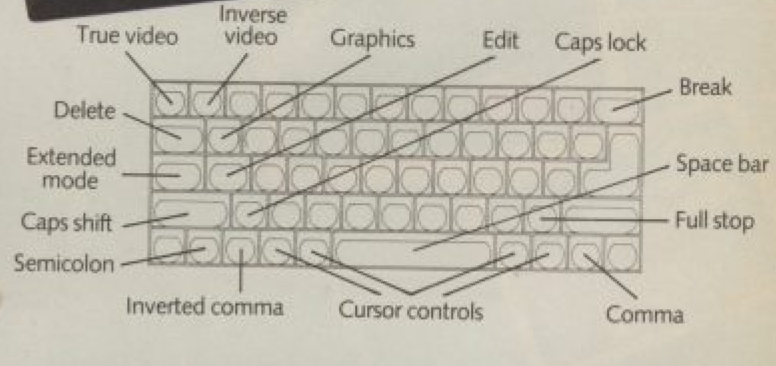
TO ORDER BY MAIL:

When ordering the Upgrade Service, send off your 48K Spectrum to the address below, carefully wrapped, together with the completed coupon and appropriate payment. (Please do *not* return the mains adaptor, manual or other ancillaries.) Your upgraded computer will be despatched to you within 10 days of receiving your order.

When ordering the Upgrade Kit, simply complete the coupon, enclosing the appropriate payment and post it to us at the address below. Please allow up to 28 days for delivery.

BY PHONE: Access or Barclaycard holders can call Camberley (0276) 685311 for personal attention, 9am to 5pm Monday to Friday. Only the Upgrade Kits can be ordered by phone.

Please note: the upgrade offer applies to working 48K Spectrum models in the UK only.



To: Sinclair Research Limited, Upgrade Dept., Stanhope Road, Camberley, Surrey, GU15 3PS.

All prices include VAT, post and packing, User Guide and Companion Cassette.

☐ Please send me the Spectrum + Upgrade Kit. I enclose payment of £20.
OR
☐ Please upgrade my 48K Spectrum for me. I enclose my computer together with payment of £30.

I enclose a cheque/postal order payable to Sinclair Research Limited for £________
OR
Please charge my Access/Barclaycard no.

| | | | | | | | | | | | | | | | |

Signature________

PLEASE PRINT

Name: Mr/Mrs/Ms________

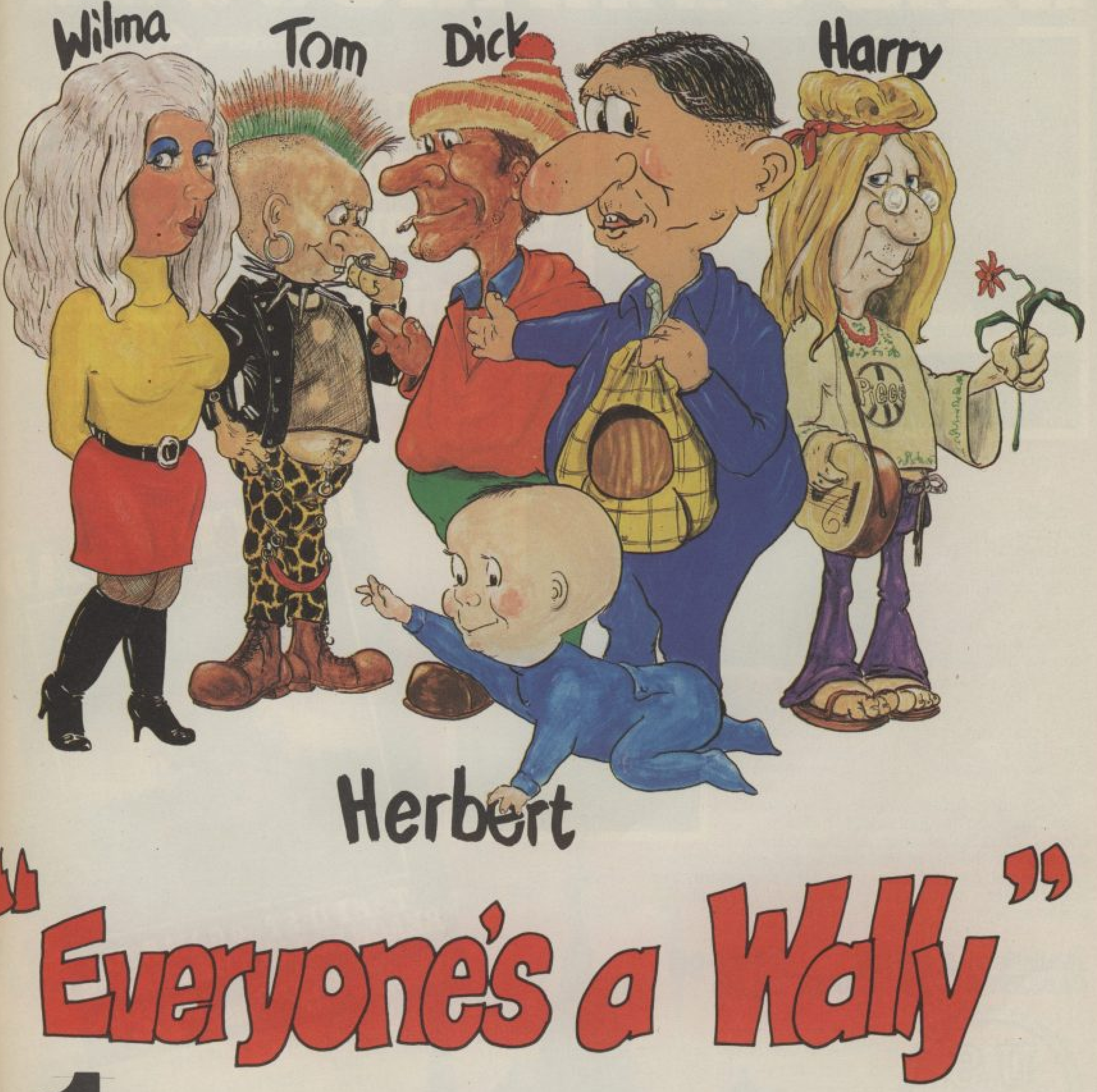
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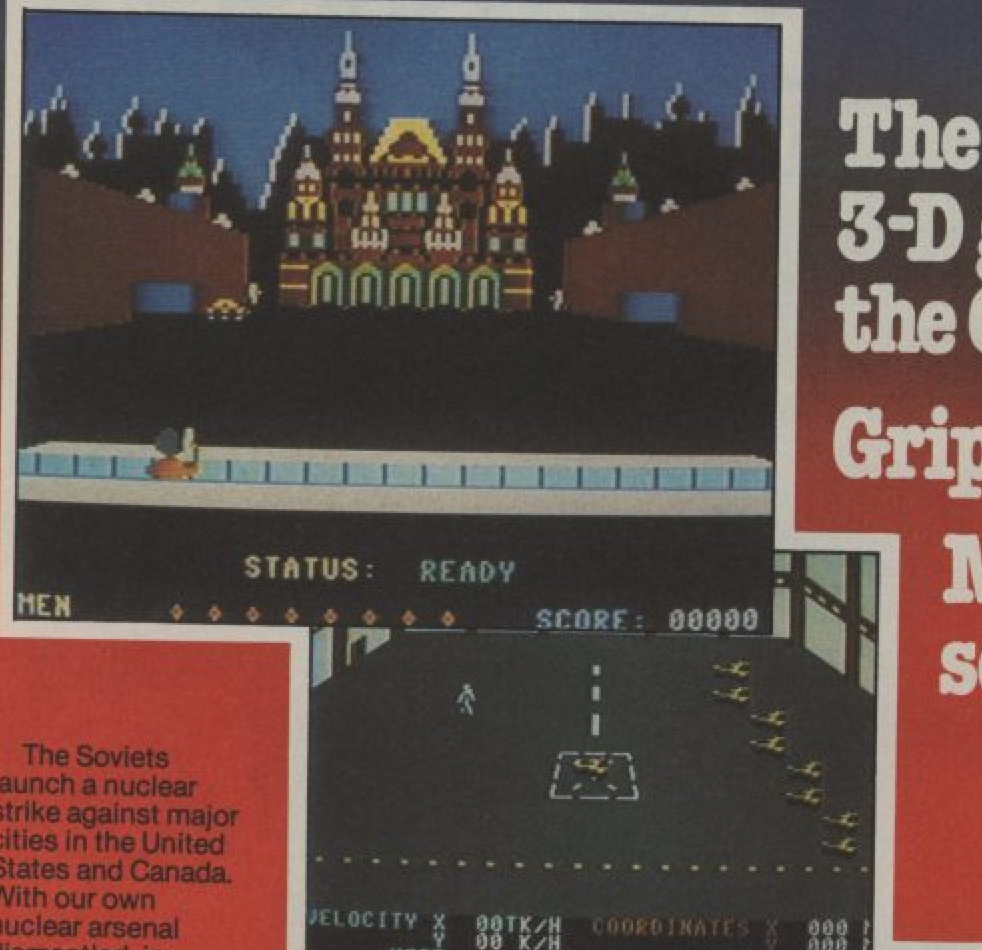
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As squadron leader, you must lead your commandos on a virtual suicide mission, knock out the Soviet launch sites, and then proceed into the city of Moscow. Armed with only the weapons you can carry, you must seek and destroy the Soviet defence centre to stop the attack! Top multi-screen action!

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COMPETITION

AFRICAN SAFARI

Hand's up all those who want to go on an African Safari. Yes, I thought so, too many of you. Well only 25 can go, and here they are — the 25 winners of our December competition to win the new Adventure game, *African Safari:*
I Heather, Lewes, E Sussex;
Nils Rudi, Molde, Norway;
Stuart Hurley, Salisbury, Wilts;
Jason Sayer, Wavertree, Liverpool;
Nalin Solanki, Ilford, Essex;
R J Malkin, Newcastle;
Stuart Crump, Sutton, Surrey;
Michael Seddon, Holland on Sea, Essex;
D Fenner, Bexhill, E Sussex;
James Dick, Potters Bar;
Darren Campbell, Southport;
Gozlan Philippe, Alfortville, France;
S Bateman, Middlesbrough;
Richard Douglas, Birchington, Kent;
Bradley Tyrrell; Woodford Green, Essex;
D Jackson, Penrith, Cumbria;
David French, Manchester;
G R Elton, Bromley, Kent;
Richard Bocock, Huntingdon, Cambs;
Jason Hillard, Darlington, Co Durham;
Chris Lewis, Kingsley, Cheshire;
K Flanagan, Burscough, Lancs;
Robert Coles, Warminster, Wilts;
Paul Meadley, Normanby, Cleveland;
Detlef Wacker, Detmold, Germany.

Remember, the jungle can be a dangerous place, so take care out there!

PETER PAN



Only six people could win the new *Peter Pan* game by Hodder and Stoughton, but, going by the response, everyone wanted to escape to Neverland with Peter and Tinkerbell.

Two of our winners turn out to be doctors which just goes to show we never lose our fascination for children's fairytales:
Asim Jalees, Abu Dhabi;
Louis Vallis, Gwent;
Edin Egan, Co Kildare, Eire;
Stuart Turvey, Sidcup, Kent;
Dr Karim Kamel, Doha, Qatar;
E C Jones, Coventry.

CROSS-WORD

December must have been a good month for us here at *C&VG* — the crossword had no problems with it! Even so, we didn't have as many entries as normal — must have had something to do with Christmas being just around the corner. No excuses next time, okay! The first three out of the bag won a *C&VG* "The Champ" T-shirt. They are: Magnus Wadsack, Stuckton, Hants; Mr A J Willet, Newcastle-upon-Tyne and C J Wilkes, Mitcham, Surrey.

ACTIVISION MSX

Going by the response to our Activision MSX competition, everyone went out and bought an MSX computer — or was it an early Christmas present?

We put up for grabs 15 sets of MSX games, courtesy of Activision which go to:

Mr M Muress, Nottingham;
Richard Hedges, Basildon, Essex;
Andre Bougard, Isle of Wight;
Remco Holst, Amstelveen, The Netherlands;
Lee Joyce, Northolt, Middx;
Peter Thorogood, Kettering, **Northants;**
Eddie Ho, Hull, N Humberside;
Raheel Bari Malik, Slough;
R Morgan, Halesowen, W Midlands;
Lee Farrell, Sunderland, Tyne & Wear;
John Lanyon, Colchester, Essex;
Jonathon Smith, Cheshire;
Christopher Bennen, Brixham, S Devon;
Nigel Johnston, Surrey;
Rucli Maes, Torhout, Belgium.

Hope the rest of you got them as a stocking filler!

SOLUTIONS

JUMPING HARES
G-C; H-C; D-J; F-K; E-K; B-I; A-I; L-J.

SPUDS UP
60 is the high yield by planting at: A8; B2; C5; D3; E1; F7; G4; H6.

SOZZLED SPARROW
The path can be traced by the sparrow changing direction at the following squares:
B9; B5; D5; D9; B9; B7; E7; E3; G3; G5; J5; J9; M9; M7; N7; N4; K4; K1; M1; M3; H3; H5; F5; F7; J7; J8; L8; L7.

SNAIL SWITCH
Carrot; potato; cabbages; leek; cucumber; lettuces; peas; onions; tomato; celery.



```
0 REM *** BY ANDREW CLARKE (C) 1984 **
1 FORS=200TO208:FORT=0TO62:READA:POKES*6
4+T,A:NEXTT,S:GOSUB200:CLR
2 POKE2041,200:POKE2042,208:LF=5:Y4=50
3 POKE2043,201:POKE2044,201:SC=0
4 TI$="000000"
5 BX=7:BY=7:DX=7:DY=7:GOSUB700
6 X1=100:X2=150:Y1=100:Y2=150
8 IFLF<=0THENPRINTCHR$(147)CHR$(5);"OUT
OF LIVES!!":GOSUB750:GOTO800
10 V=53248:PRINTCHR$(147):S=202:X3=50:Y3
=70:POKEV+23,30
12 PRINTCHR$(19)TAB(190)CHR$(158)"SCORE
":PRINTCHR$(19)CHR$(5)TAB(229);SC
13 PRINTCHR$(19)TAB(30)CHR$(158)"LIVES:
";CHR$(5);LF
14 POKEV+21,255:POKEV+1,Y3:POKEV,X3:POKE
V+28,255:IFLF<5THENY4=Y4+30
15 GOSUB600:IFD=2THENRETURN
16 POKEV+2,X1:POKEV+4,X2
17 POKEV+3,Y1:POKEV+5,Y2
18 POKEV+6,100:POKEV+8,200
19 POKEV+7,Y4:POKEV+9,Y4
20 POKEV+11,229:POKEV+13,229
32 POKEV+37,1:POKEV+38,10:POKEV+39,5
34 POKEV+40,2:POKEV+41,6
50 GOSUB100:POKEV+30,0:JS=PEEK(56321):IF
JS=255THENPOKE2040,S:GOTO55
52 CS=SC:FL=LF:GOSUB500:D=2
53 IFX3>250THENX3=250
54 IFX3<50THENX3=50
55 IFY3<60THENY3=60
56 IFY3>230THENY3=230
58 X1=X1+BX:IFX1>230ORX1<50THENBX=-BX
60 X2=X2-DX:IFX2>230ORX2<50THENDX=-DX
62 Y1=Y1-BY:IFY1>180ORY1<43THENBY=-BY
64 Y2=Y2+DY:IFY2>180ORY2<43THENDY=-DY
70 IFSC>CSTHENPRINTCHR$(19)TAB(229)CHR$
(5);SC
72 IFLF<FLTHENPRINTCHR$(19)TAB(30)CHR$(1
58)"LIVES:";CHR$(5);LF
74 IFLF<=0THENPRINTCHR$(147)CHR$(5)"OUT
OF LIVES!!":GOSUB750:GOTO800
76 IF(PEEK(V+30)AND1)=1THENLF=LF-1:PRINT
CHR$(147);"▪OUCH!!":D=0:GOSUB750:GOTO5
80 POKEV+1,Y3:POKEV,X3
82 POKEV+3,Y1:POKEV+5,Y2:POKEV+42,X1:POK
EV+43,Y1:POKEHF+7,X1/7:POKEHF+14,X2/7
84 POKEV+2,X1:POKEV+4,X2:GOTO50
100 IFPEEK(2041)=200THENPOKE2041,208:POK
E2042,200:RETURN
102 POKE2041,200:POKE2042,208:RETURN
200 POKE53280,11:POKE53281,0
201 PRINT"▪▪▪▪▪▪BRUCE▪BRUCE▪BRUCE▪BRUCE
▪BRUCE▪BRUCE▪BRUCE▪BRUC▪▪"
202 PRINT"▪▪▪▪▪▪▪▪****  **** *  *  *** *
***"
204 PRINT"▪▪▪▪▪▪▪▪*    * *  * *  * **   *
"
206 PRINT"▪▪▪▪▪▪▪▪*    * * *  *  * *    *
"
208 PRINT"▪▪▪▪▪▪▪▪****  **   *  * *     *
** "
210 PRINT"▪▪▪▪▪▪▪▪*    * * *  *  * *    *
 "
212 PRINT"▪▪▪▪▪▪▪▪*    * *  * *  * **   *
 "
214 PRINT"▪▪▪▪▪▪▪▪****  *  * ****  *** *
***"
216 PRINT"▪▪▪BRUCE▪BRUCE▪BRUCE▪BRUCE▪BRU
CE▪BRUCE▪BRUCE▪BRUC"
218 PRINT"▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪PRE
SS FIRE"
220 PRINT"▪▪▪▪▪▪▪▪▪▪▪BY ▪ANDREW CLARKE ▪(
C) ▪1984"
222 IFPEEK(56321)<>239THEN222
224 PRINT"▪"
226 PRINT"▪▪▪▪▪GUIDE ▪BRUCE ▪AROUND THE
 SCREEN"
230 PRINT"▪AVOIDING THE ▪ALIENS ▪AND THE
 LETHAL"
232 PRINT"▪▪SWORDS ▪ABOVE YOU."
234 PRINT"▪▪▪▪▪SWOOP ONTO THE ▪FUEL▪ AN
D THE ▪OIL"
236 PRINT"▪DRUMS ▪FOR ▪100 ▪POINTS."
238 PRINT"▪▪▪▪▪▪USE ▪JOYSTICK ▪(PORT ON
E)."
240 PRINT"▪▪▪▪▪▪OR KEYS"
242 PRINT"▪▪▪▪▪CTRL - ▪LEFT"
244 PRINT"▪▪▪▪▪ 1    - ▪UP"
246 PRINT"▪▪▪▪▪ 2    - ▪RIGHT"
248 PRINT"▪▪▪▪▪ +    - ▪DOWN"
250 PRINT"▪▪▪▪▪▪USE ▪'SPACE' ▪OR ▪'FIRE'
▪ TO SWOOP"
252 PRINT"▪▪▪▪▪▪▪▪PRESS FIRE"
256 IFPEEK(56321)<>239THEN256
258 RETURN
500 IFJS>=250THEN512
501 IFJS>=247THEN508
502 IFJS=239ANDY3<215THENFORG=Y3TO225STE
P2:POKEV+1,G:NEXT:GOTO550
504 IFJS=245THENX3=X3+8:Y3=Y3+8:S=202:PO
KE2040,203:RETURN
506 IFJS=246THENX3=X3+8:Y3=Y3-8:S=202:PO
KE2040,203:RETURN
508 IFJS=247THENX3=X3+8:S=202:POKE2040,2
03:RETURN
510 IFJS=249THENX3=X3-8:Y3=Y3+8:S=204:PO
KE2040,205:RETURN
511 RETURN
512 IFJS=250THENX3=X3-8:Y3=Y3-8:S=204:PO
KE2040,205:RETURN
514 IFJS=251THENX3=X3-8:S=204:POKE2040,2
05:RETURN
516 IFJS=253THENY3=Y3+10:RETURN
518 IFJS=254THENY3=Y3-10:RETURN
520 RETURN
550 LK=PEEK(V+21)
554 IF(PEEK(V+30)AND32)=32THENPOKEV+21,3
1:GOSUB760:SC=SC+100:POKEV+1,Y3:GOSUB15
558 GOTO518
600 P=INT((250-70)*RND(1))+70
602 POKEV+10,P:POKEV+21,63
604 IFRND(1)>.5THENPOKE2045,208:POKEV+30
,0:POKEV+44,2:RETURN
606 POKE2045,207:POKEV+30,0:POKEV+44,6:R
ETURN
700 FORC=54272TO54296:POKEC,0:NEXT
702 VO=54296:AT=54277:WA=54276:SU=54278
704 HF=54273:S=54272
706 POKEAT,32:POKEAT+7,32:POKEAT+14,32
708 POKESU,255:POKESU+7,255:POKESU+14,25
5
710 POKEVO,15:POKEWA,33:POKEWA+14,33:POK
EWA+7,33:RETURN
750 POKEWA,17:POKEHF+14,0:POKEHF+7,0:FOR
T=100TO0STEP-1:POKEHF,T
```

BRUCE

RUNS ON A COMMODORE 64 WITH ONE JOYSTICK

BY ANDREW CLARKE



Deserted on a barren and inhospitable planet, your task is to build yourself a new space craft and blast off from this god forsaken world and try to navigate your way to your home planet.

The old civilization of the planet has been dead for tens of thousands of years but the huge automated factories they built are still producing and robots are digging for coal and oil.

You have managed, by raiding various of the robot controlled factories, to construct your space craft. All you need now is to steal enough oil and rocket fuel for your escape.

The last part of your mission is the most difficult. So, be warned one wrong step and you will never see your home planet again!!

Full instructions are included in the listing.

```
752 NEXT:POKEHF,0:RETURN
760 POKEWA,21:POKEHF+14,20:POKEHF+7,0
762 POKEVO,143:FORT=0TO200STEP3
764 POKEH+14,T:POKEHF,T:NEXT
766 POKEHF+14,0:POKEHF,0:POKEVO,15
768 POKEWA+14,21:RETURN
800 POKEV+21,0:FORC=54272TO54296:POKEC,0
:NEXT
802 PRINT"■YOU SCORED ■";SC
804 PRINT"■PLUS ■";VAL(TI$);"■ FOR LASTI
NG■"
806 PRINTTI$;"■ SECONDS":SC=SC+VAL(TI$)
808 PRINT:PRINT"A TOTAL SCORE OF ■";SC
810 PRINT
812 PRINT"■ANOTHER GO ■(FIRE OR 'N')"
814 GETA$:IFA$=""THEN814
816 IFPEEK(56321)=239THENGOSUB200:RUN2
818 IFA$<>"N"THEN814
820 PRINTCHR$(147);"■■■■■■■■■■■■BYE BYE!!
!!!!":END
30000 REM***ALIEN
30001 DATA0,0,0,0,0,0,0
30002 DATA0,0,0,32,0,0,184
30003 DATA0,2,254,0,11,255,128
30004 DATA45,117,224,189,185,248,189
30005 DATA185,248,191,255,248,45,117
30006 DATA224,11,87,128,2,222,0
30007 DATA0,168,0,0,168,0,2
30008 DATA170,0,2,2,0,10,2
30009 DATA128,8,0,128,40,0,160
30010 REM***SWORD
30011 DATA0,32,0,2,170,0,10
30012 DATA34,128,2,170,0,0,32
30013 DATA0,2,170,0,0,16,0
30014 DATA0,16,0,0,16,0,0
30015 DATA16,0,0,16,0,0,16
30016 DATA0,0,16,0,0,16,0
30017 DATA0,16,0,0,16,0,0
30018 DATA16,0,0,16,0,0,16
30019 DATA0,0,16,0,0,16,0
30020 REM***BRUCE 1
30021 DATA0,0,0,0,84,0,0
30022 DATA88,0,0,104,0,0,124
30023 DATA0,21,48,0,25,168,0
30024 DATA25,184,0,25,184,16,25
30025 DATA127,240,25,85,80,21,168
30026 DATA0,4,168,0,21,84,0
30027 DATA0,168,0,0,168,0,0
30028 DATA168,0,0,128,0,0,64
30029 DATA0,0,64,0,0,80,0
30030 REM***BRUCE 2
30031 DATA0,0,0,0,84,0,0
30032 DATA88,0,0,104,0,0,124
30033 DATA0,21,48,0,25,168,0
30034 DATA25,184,0,25,184,16,25
30035 DATA127,240,25,85,80,21,168
30036 DATA0,4,168,0,21,84,0
30037 DATA0,168,0,0,160,0,2
30038 DATA160,0,22,128,0,16,0
30039 DATA0,0,0,0,0,0,0
30040 REM***BRUCE 3
30041 DATA0,0,0,0,84,0,0
30042 DATA148,0,0,164,0,0,244
30043 DATA0,0,49,80,0,169,144
30044 DATA0,185,144,16,185,144,63
30045 DATA249,144,21,85,144,0,169
30046 DATA80,0,168,64,0,85,80
30047 DATA0,168,0,0,168,0,0
30048 DATA40,0,0,8,0,0,4
30049 DATA0,0,4,0,0,20,0
30050 REM***BRUCE 4
30051 DATA0,0,0,0,84,0,0
30052 DATA148,0,0,164,0,0,244
30053 DATA0,0,49,80,0,169,144
30054 DATA0,185,144,16,185,144,63
30055 DATA249,144,21,85,144,0,169
30056 DATA80,0,168,64,0,85,80
30057 DATA0,168,0,0,40,0,0
30058 DATA10,0,0,10,80,0,0
30059 DATA16,0,0,0,0,0,0
30060 REM***FUEL 1
30061 DATA2,0,128,2,0,128,2
30062 DATA0,128,2,130,128,0,130
30063 DATA0,0,130,0,0,170,0
30064 DATA2,170,128,10,170,160,42
30065 DATA170,168,249,155,230,233,155
30066 DATA166,249,155,230,233,155,166
30067 DATA233,91,229,170,170,170,42
30068 DATA170,168,10,170,160,2,170
30069 DATA128,0,170,0,0,0,0
30070 REM***FUEL 2
30071 DATA63,255,252,55,255,220,87
30072 DATA235,213,23,170,212,5,170
30073 DATA80,1,170,64,1,170,64
30074 DATA85,170,85,106,170,169,106
30075 DATA170,169,106,170,169,90,170
30076 DATA165,22,170,148,22,170,148
30077 DATA5,170,80,5,170,80,1
30078 DATA170,64,1,85,64,5,20
30079 DATA80,20,20,20,84,20,21
30080 REM***ALIEN 2
30081 DATA0,0,0,0,0,0,0
30082 DATA0,0,0,32,0,0,184
30083 DATA0,2,254,0,11,255,128
30084 DATA45,117,224,189,185,248,189
30085 DATA185,248,191,255,248,45,117
30086 DATA224,11,87,128,2,222,0
30087 DATA0,168,0,0,168,0,0
30088 DATA168,0,0,136,0,0,136
30089 DATA0,0,136,0,2,138,0
```

N•E•X•T M•O•N•T•H N•E•X•T

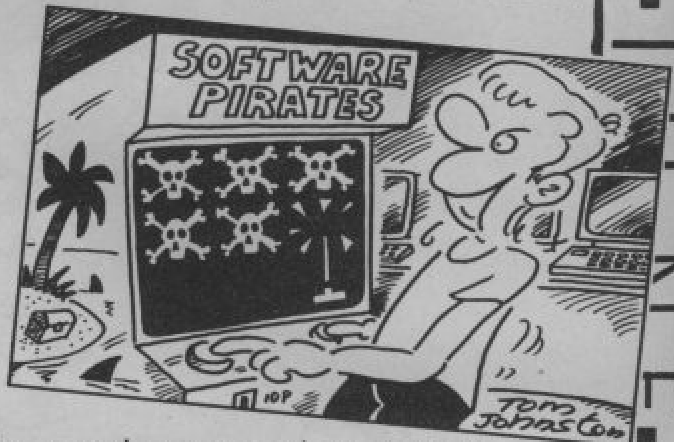
DISCOVER THE TREASURE TRAP CASTLE

Keith Campbell leaves his mist-shrouded tower and ventures northwards to discover just what is going on behind the thick walls of the Treasure Trap castle. Demons, wizards, barbarian warriors and evil dwarves all lurk within this strange edifice — or so we've been told. Join Keith and his band of intrepid adventurers on a journey into the unknown in the next issue of *Computer & Video Games.* Plus a second chance for you to win a trip to the Treasure Trap Castle!

Eureka!

Eureka! we've got them! Maps of the colossal Adventure game that has a £25,000 prize tag. Professor Video will be bringing you hints and tips on the game that has captured the imagination of adventure gamers everywhere. Not to mention the interest the £25,000 prize has aroused.

WHO ARE THE REAL PIRATES?



Ahoy there all you software pirates! *C&VG* has been sailing the high seas in a bid to discover the truth about pirates and the effect they are having on the software industry. You'll be surprised at what we've discovered! It may be that their days are numbered, too. Don't miss April's *C&VG*, shipmates!

NEWS FROM THE FRONT!

Mike Singleton, the Man from Midnight, will be bringing you the second part of his new computer moderated epic called *Seldon's Game*. Plus his regular *5th Column* feature with news of the latest strategy and war-games to hit the computer battlefields!

PLUS...

games listings, reviews of all the latest games and news so hot that it burns the printer's fingers. Rush out and grab a copy of *C&VG* before it grabs you!

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RAPID ROUND-UP OF NEW RELEASES

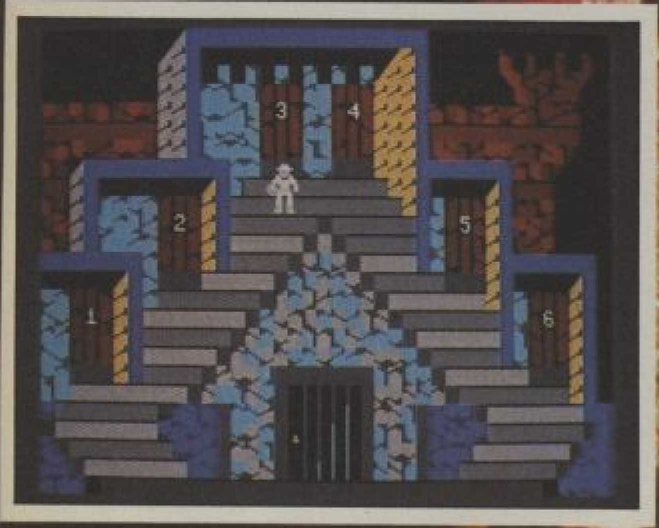
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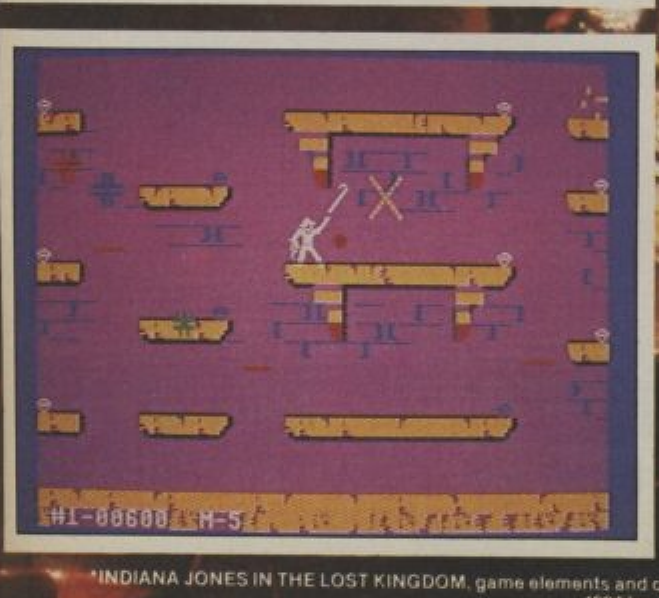
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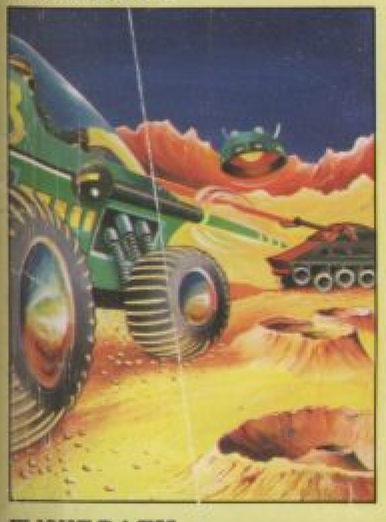
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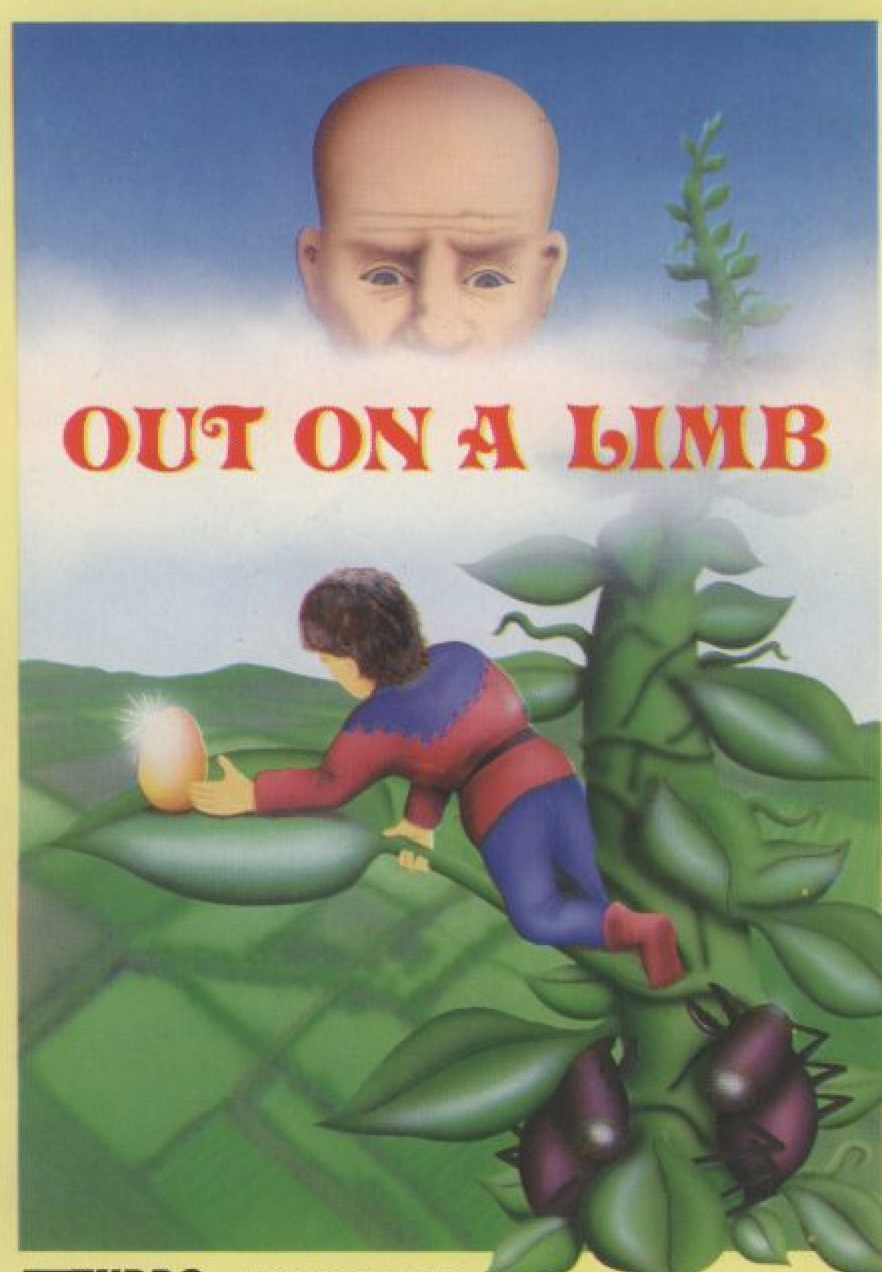


MOON BUGGY



FLIGHT PATH





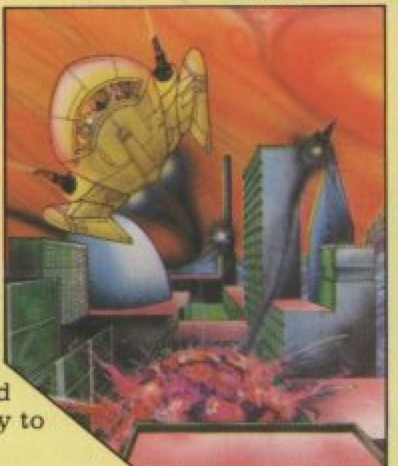
ZODIAC



3D TIME TREK



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ZODIAC This is an enthralling arcade adventure in which the evil powers of hell have scattered the signs of the Zodiac in the four hundred chambers of the abyss. Struggle to collect these signs and at the same time try to annihilate everything in your way. How long can you stay alive?
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PETCH Race Petch around the screen, moving ice blocks to alter the maze, however, beware of the nasty monsters who are constantly chasing Petch as you attempt to collect the bonus cherries. Also if you can touch the edge of the maze the monsters will suddenly burst into flames, but look out they'll soon be back!
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MOON BUGGY You must skillfully manoeuvre your jumping patrol vehicle over dangerous moon craters as well as large boulders and cunningly placed mines. Not only this but avoid the hovering alien spaceship as it bombards you from above.
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3D TIME TREK As sole survivor of the planet "Corillian" your quest is one of anger and revenge. The starship you are flying is full of the latest inboard computers and extra powerful sensors. Also included are full 3D graphics, to add unbelievable realism to this fantastic journey through time itself, and beyond.
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SKRAMBLE Earth has been overrun by the Cobrons and its up to you to battle through the six ferocious and testing sectors. Adversaries include meteors, UFO's and deadly fireballs. Fly through an armoured city, then an elaborate maze and finally the command base itself.
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FLIGHT PATH Flight Path is without doubt the best flight simulator on the C/16 and Amstrad. The many elaborate features include; Altometer, flaps, directional headings, crosswinds, fires, ground warning lights and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.
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OUT ON A LIMB This is a fantastic and in parts outrageously funny game. Based on the fairytale of Jack and the Beanstalk, Out On A Limb is full of the most strange and eccentric characters you are ever likely to meet. Firstly, climb the stalk and jump onto the clouds, then enter the giant's castle searching for treasures. However, watch out for vacuum cleaners, musical notes, televisions and potted plants, all of which chase you round the many and elaborate rooms of the castle. Once the treasure is collected the single exit will be opened, and then...........?
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Alice IN VIDEOLAND



PURE MAGIC!

Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars; where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

Scene Four -The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

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